### Batching

Batching means that multiple consecutive setState calls within the same function or event handlers are typically grouped together and executed in a single update cycle. This batching mechanism can lead to more efficient updates, better performance in React applications and helps to prevent unnecessary renders.

This batching mechanism is transparent to the developer and helps improve the efficiency of React applications by reducing the number of renders and DOM updates.

Let's explain this concept with an example:

#### Without Batching

If React did not batch state updates, these two setState calls might lead to two separate render cycles and re-renders of the component, resulting in a count increase of 1 each time you click the button. This would be inefficient and could lead to performance problems.

# Batching

React batches state updates to optimize performance. When you call setState, React collects all state changes that occurred during a single event handling (such as a button click) and performs the updates in a single batch. In this case, React will only perform one update, and the count will increase by 2, as both state updates are combined into a single update cycle.

However, it's important to note that not all state updates are batched. Some updates may still cause multiple render cycles, depending on the context and timing of the updates. React's batching behavior ensures that state updates are handled efficiently while preserving the integrity of the UI.

## State updates are generally not batched when:

## State Updates Are Triggered Outside React's Event Handling

If you trigger state updates outside of React's event handling mechanisms, like onClick, onChange, or other React-specific events, React may not batch the updates. This can happen when using asynchronous code or external libraries.

For example, if you have a setTimeout or an AJAX callback that updates state, those updates may not be batched

```
import React, { useState, useEffect } from 'react';
function Example() {
  const [count, setCount] = useState(0);
  useEffect(() => {
    setTimeout(() => {
      // Use functional updates to ensure the state is updated correctly
      setCount((prevCount) => prevCount + 1);
      setCount((prevCount) => prevCount + 1);
    }, 1000);
  }, []); // The empty dependency array makes this effect run once, like
componentDidMount
 return (
    <div>
      Count: {count}
    </div>
 );
}
export default Example;
```

### Using setState Inside Asynchronous Code

When you use setState inside asynchronous code, such as promises or callbacks, React may not batch the updates because it can't determine when the updates will occur. Here's an example with a promise:

```
import React, { useState, useEffect } from 'react';
function Example() {
 const [count, setCount] = useState(0);
 useEffect(() => {
   Promise.resolve().then(() => {
     // Use functional updates to ensure the state is updated correctly
      setCount((prevCount) => prevCount + 1);
      setCount((prevCount) => prevCount + 1);
   });
  }, []); // The empty dependency array makes this effect run once, like
componentDidMount
 return (
    <div>
      Count: {count}
    </div>
 );
}
export default Example;
```

To ensure that state updates are batched, try to update state within React's event handlers or use functional updates that rely on the previous state. If you're working with asynchronous code, you may need to consider additional strategies to handle state updates effectively.