

setCounter

Update
state to 1



Re-render

useState
gets 1

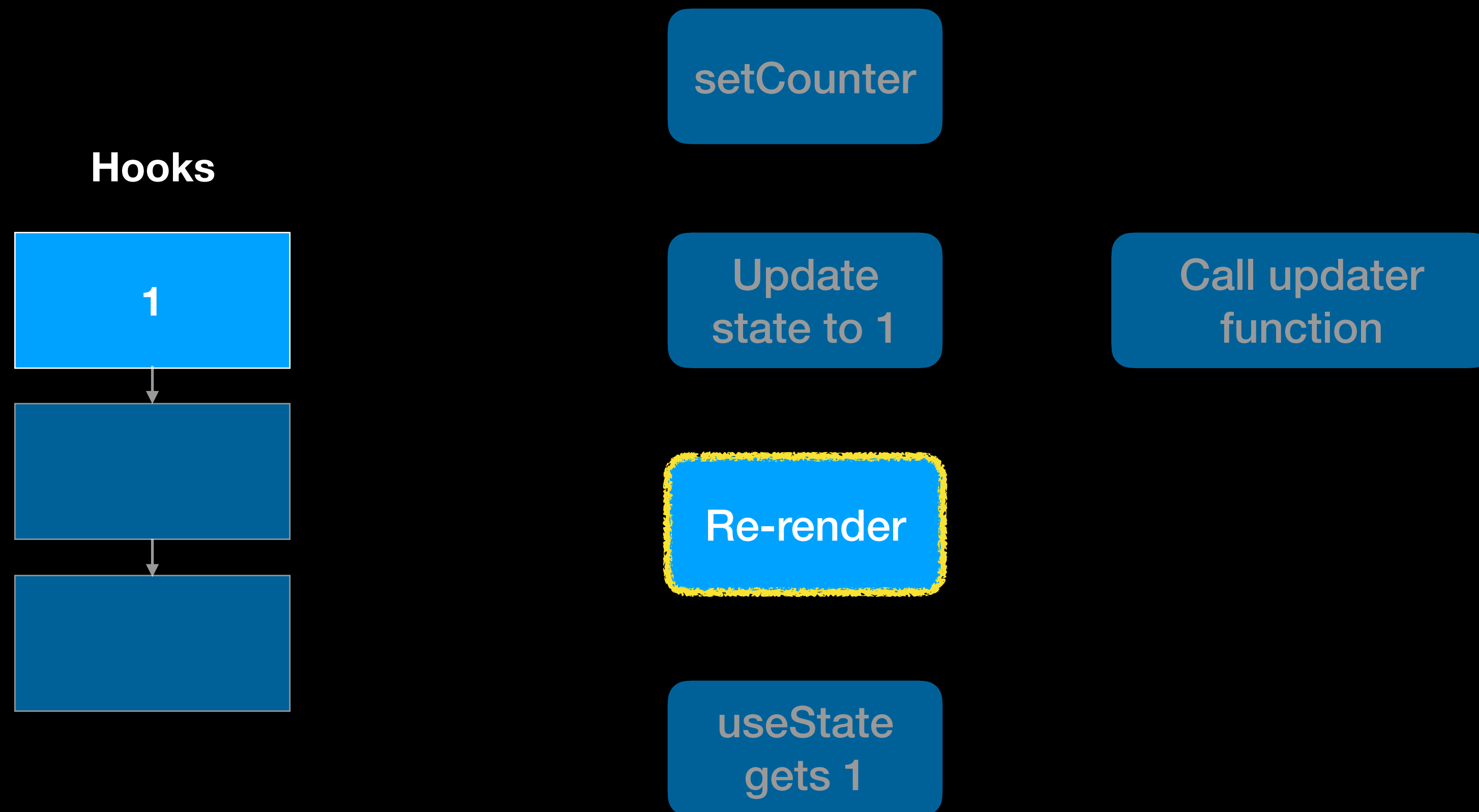
Call updater
function







What I used to think



What I used to think

