setCounter

Update state to 1

useState gets 1

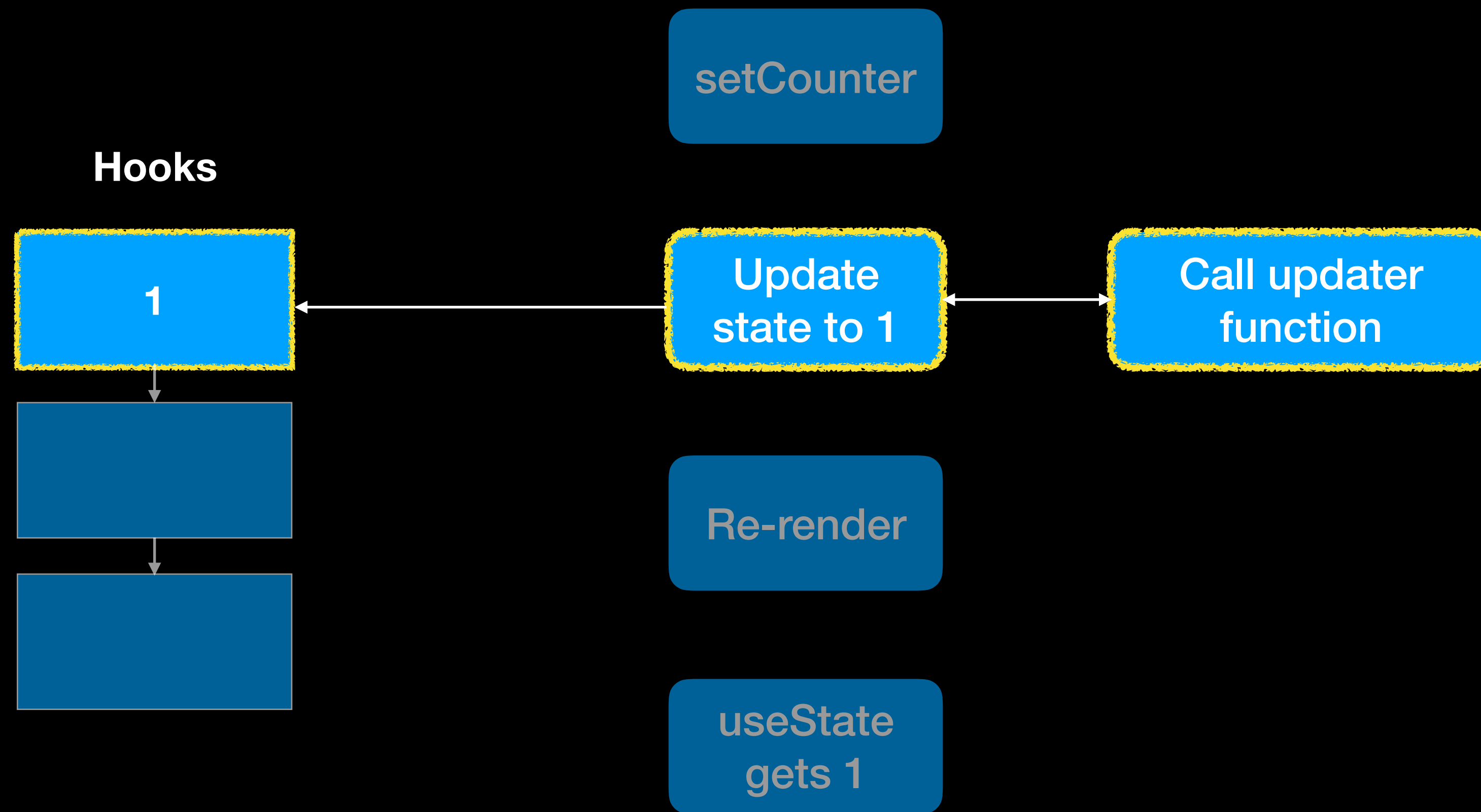Call updater function

What I used to think

setCounter

Hooks

1

Update state to **1** ←→ Call updater function

Re-render

useState gets 1

What I used to think

Hooks

1

setCounter

Update state to 1

Call updater function

Re-render

useState gets 1