


```
const MyComp = () => {  
  const [counter, setCounter] = useState(0);  
  
  const onClick = async () => {  
    await fetch('something');  
  
    ReactDOM.unstable_batchedUpdates(() => {  
      setCounter(prev => prev + 1);  
      setCounter(prev => prev + 1);  
    });  
  }  
  
  return <button onClick={onClick}>Click me</button>  
}
```


Don't do this

```
const MyComp = () => {  
  const [counter, setCounter] = useState(0);  
  
  const onClick = async () => {  
    await fetch('something');  
  
    ReactDOM.unstable_batchedUpdates(() => {  
      setCounter(prev => prev + 1);  
      setCounter(prev => prev + 1);  
    }); => render  
  }  
  
  return <button onClick={onClick}>Click me</button>  
}
```

Bonus: where is the bug?

```
<Input onChange={e => {  
  setStep(prev => prev + e.target.value);  
}}) />
```