



setCounter

Update  
state to 1

Re-render

useState  
gets 1

Call updater  
function











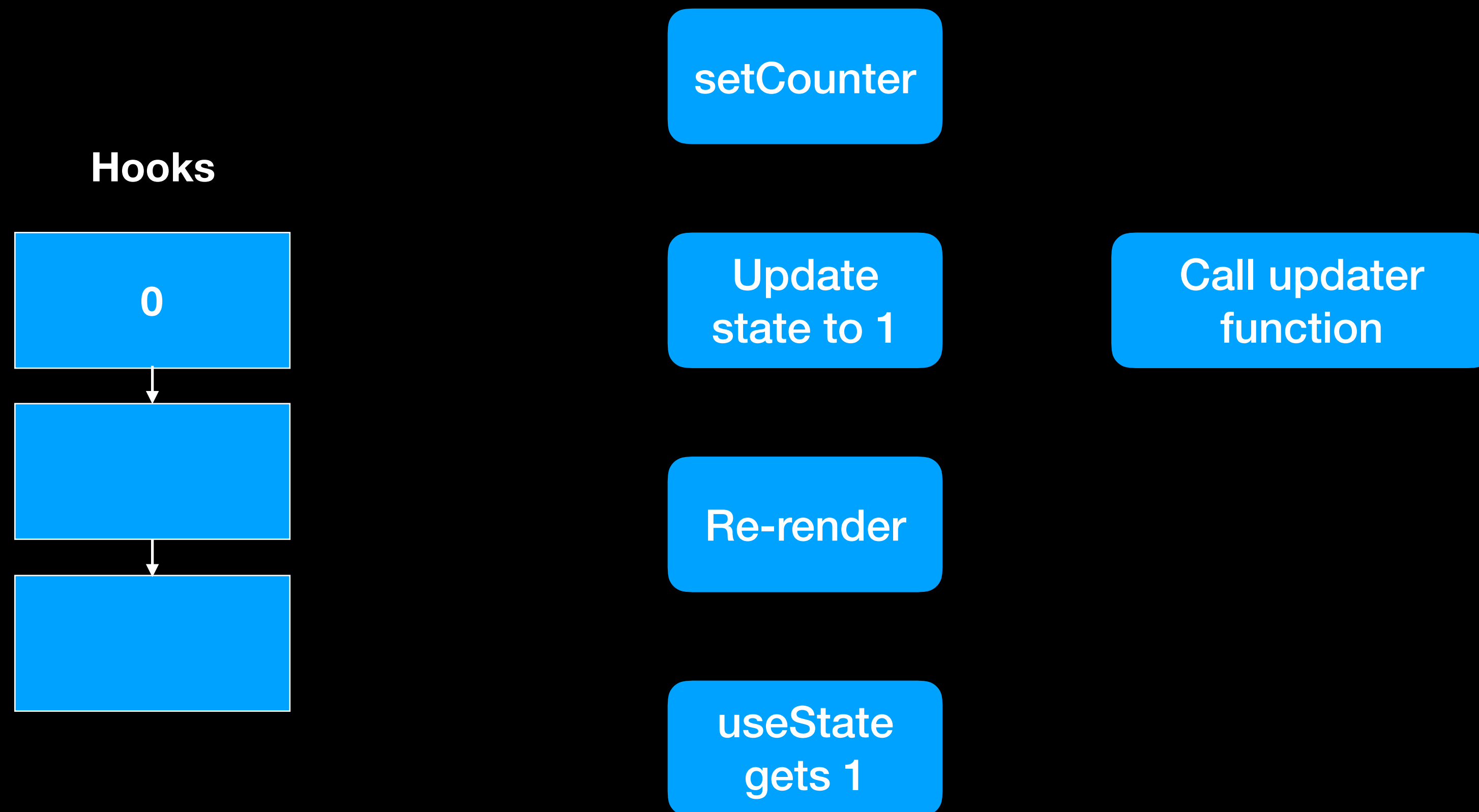








# What I used to think



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