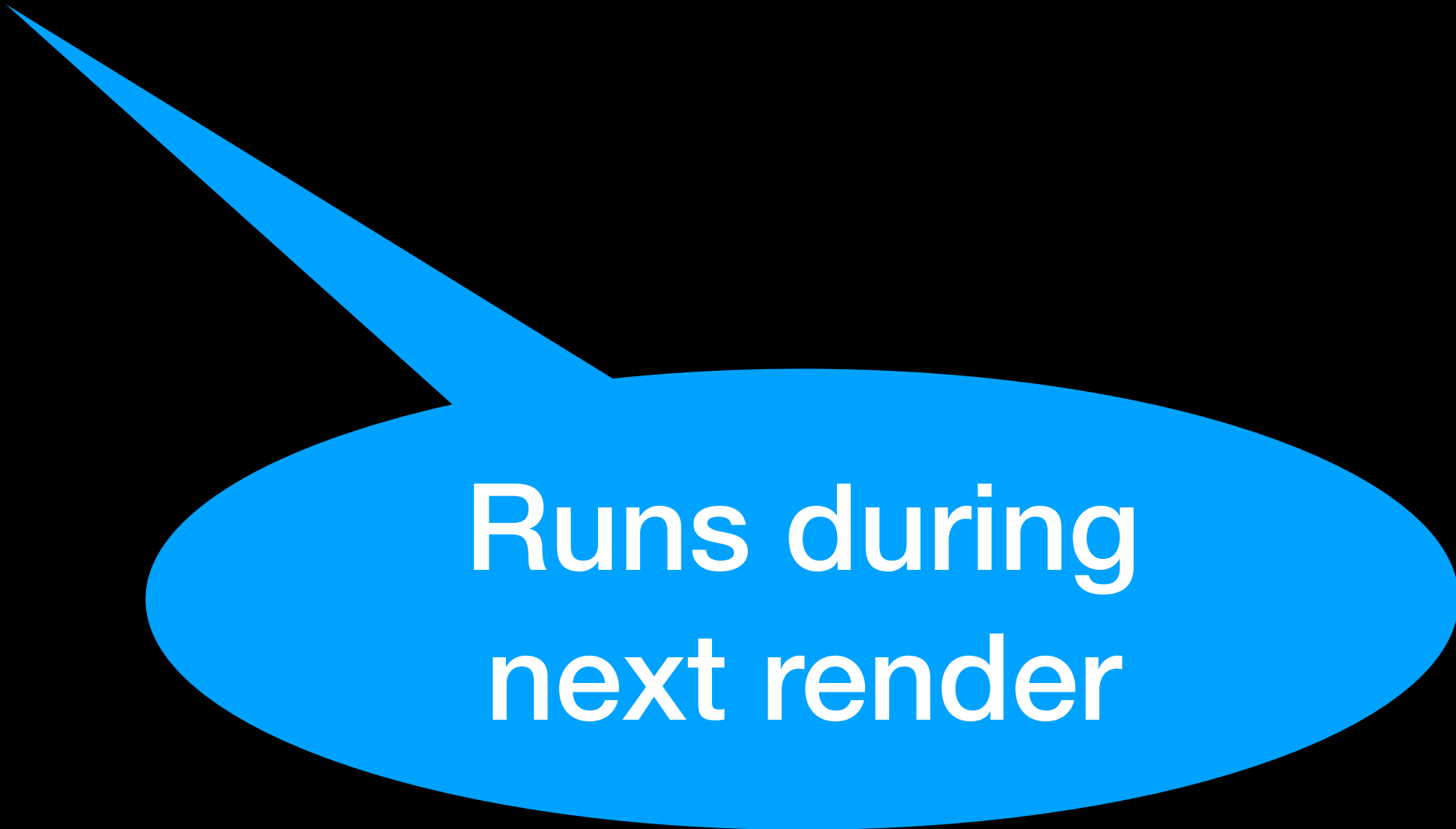


Bonus: where is the bug?

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



Runs during
next render

Bonus: where is

Synthetic event
Gets recycled

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

Runs during
next render