Use the cached result

Update Queue   **Hooks**

setCounter	Eagerly calculate new state

1

Queue the Update	Schedules a re-render

!==

Re-render	Some more updates

useState
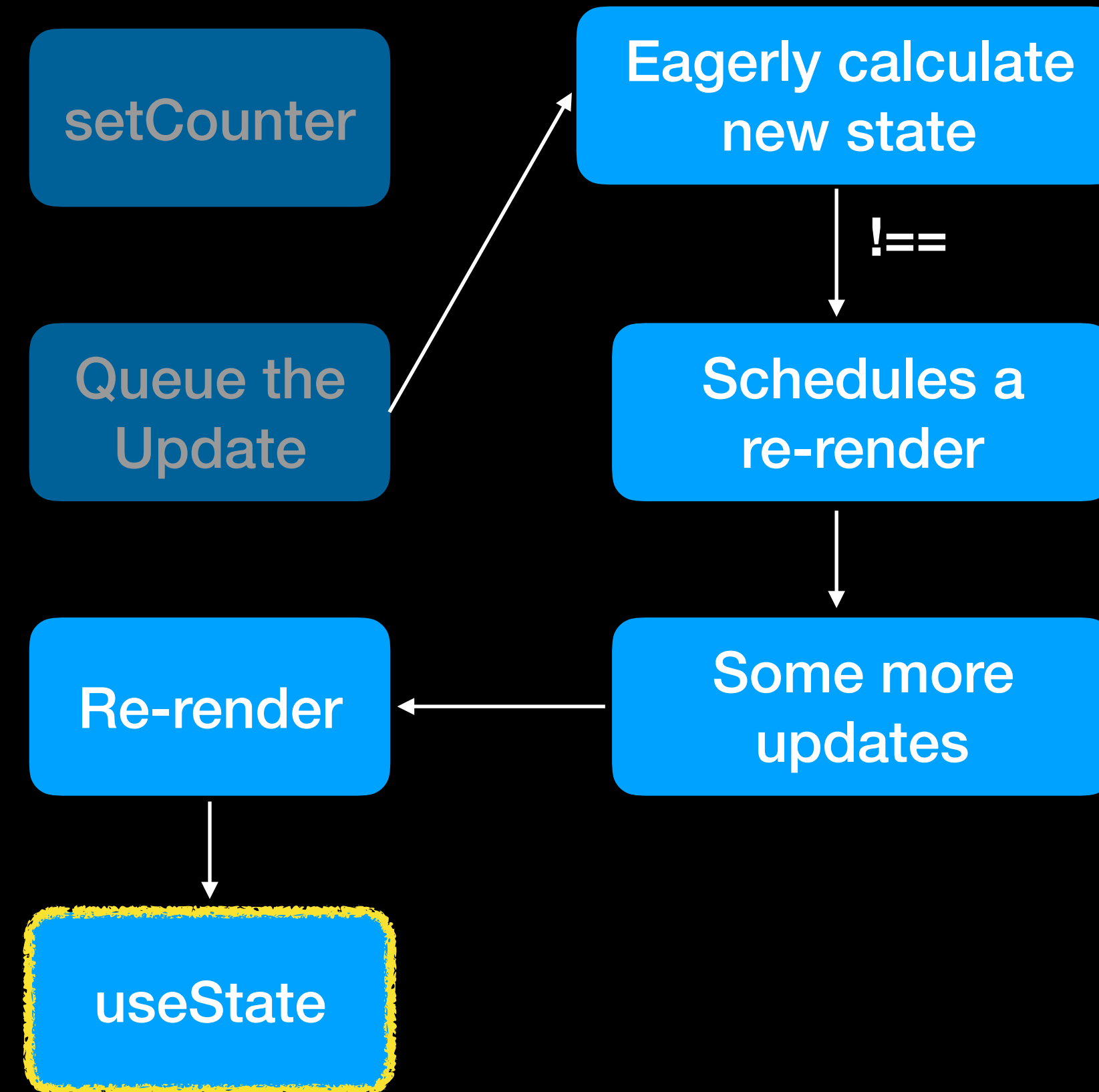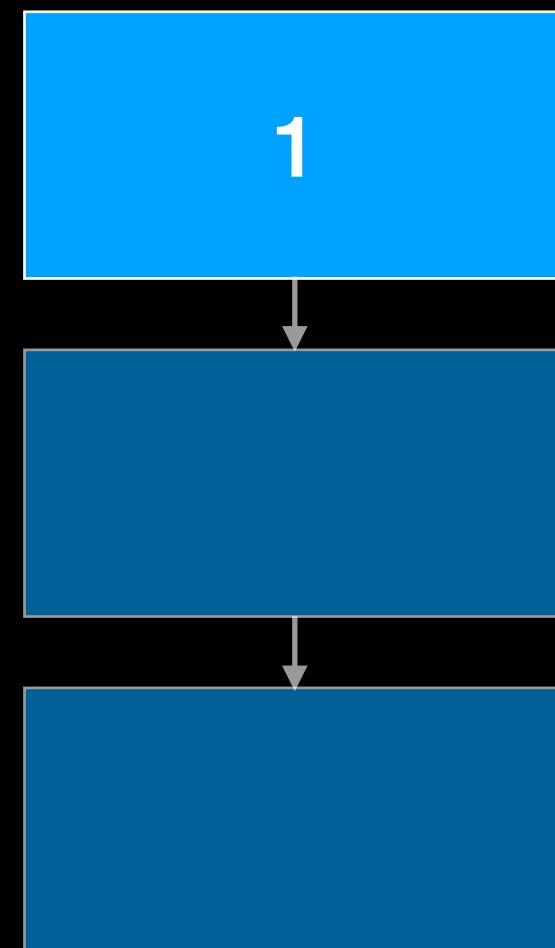
We can finally explain the console log during first console