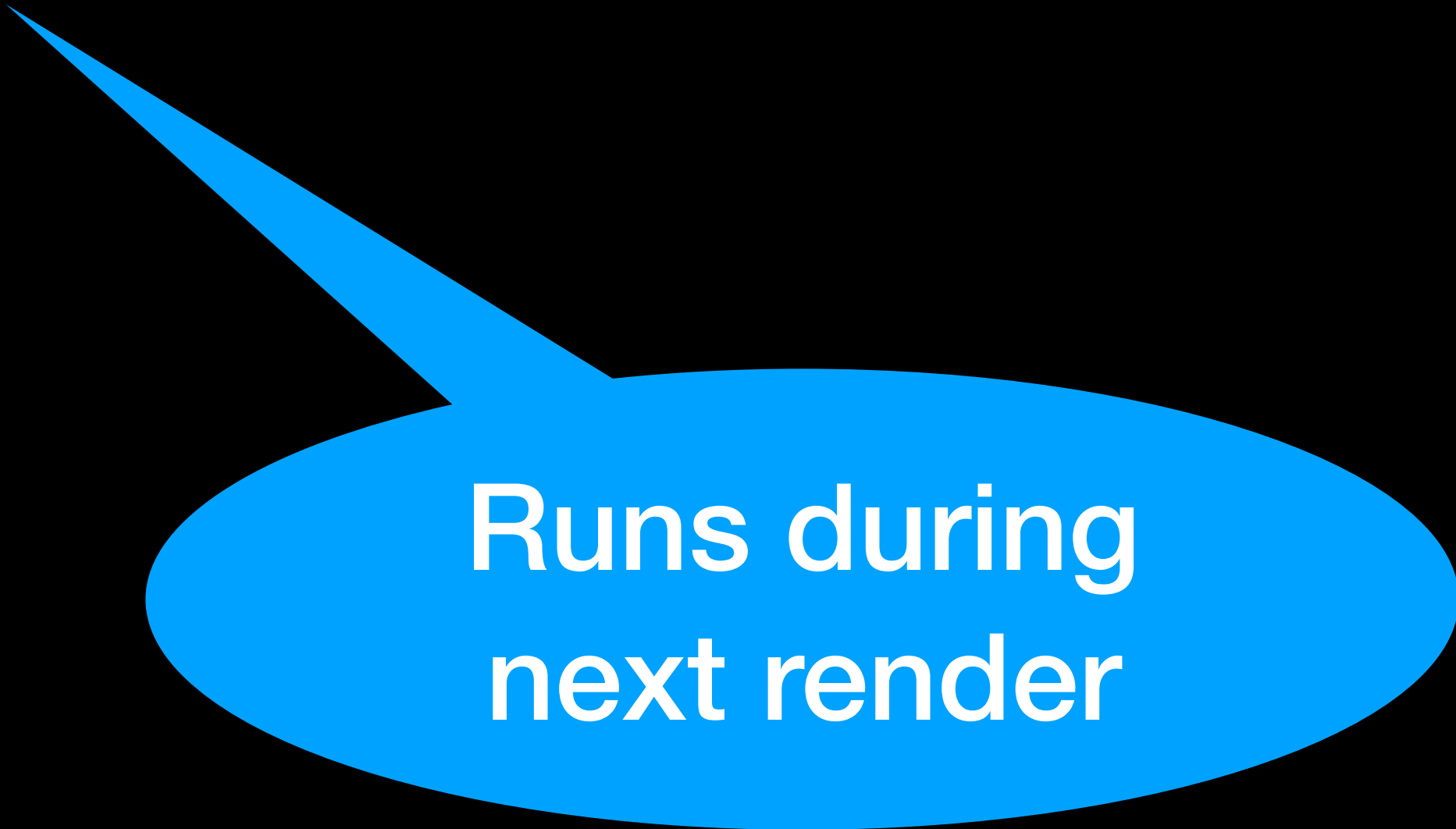


Bonus: where is the bug?

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

Bonus: where is the bug?

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



Runs during
next render