



BATCHING

- 👉 Renders are **not** triggered immediately, but **scheduled** for when the JS engine has some "free time" **There is also batching of multiple setState calls in event handlers**

```
const [answer, setAnswer] = useState('');
const [best, setBest] = useState(true);
const [solved, setSolved] = useState(false);

const reset = function () {
  setAnswer('');
  console.log(answer);
  setBest(true);
  setSolved(false);
};

return (
  <div>
    <button onClick={reset}>Reset</button>
    { /* ... */ }
  </div>
);
```

Event handler function

EVENT HANDLER FUNCTION

```
const reset = function () {
  setAnswer('');
  console.log(answer);
  setBest(true);
  setSolved(false);
};
```

NEW STATE

```
answer = ''
best = true
solved = false
```

RENDER + COMMIT

RENDER + COMMIT

RENDER + COMMIT

This is **NOT** how React updates multiple pieces of state in the same event handler







EVENT HANDLER FUNCTION

```
const reset = function () {  
  setAnswer('')  
  console.log(answer);  
  setBest(true)  
  setSolved(false)  
};
```

NEW STATE

```
answer = ''  
best = true  
solved = false
```

No wasted renders,
better for performance

RENDER + COMMIT

Batched state update

Just ONE render and
commit per event handler

UPDATING STATE IS ASYNCHRONOUS

EVENT HANDLER FUNCTION

```
const reset = function () {  
  setAnswer('')  
  console.log(answer)  
  setBest(true)  
  setSolved(false)  
};
```

What will the value of answer be at this point?

State is stored in the Fiber tree during
render phase

At this point, re-render has not
happened yet

Therefore, answer still contains current
state, not the updated state ('')

UPDATING STATE IN REACT IS
ASYNCHRONOUS

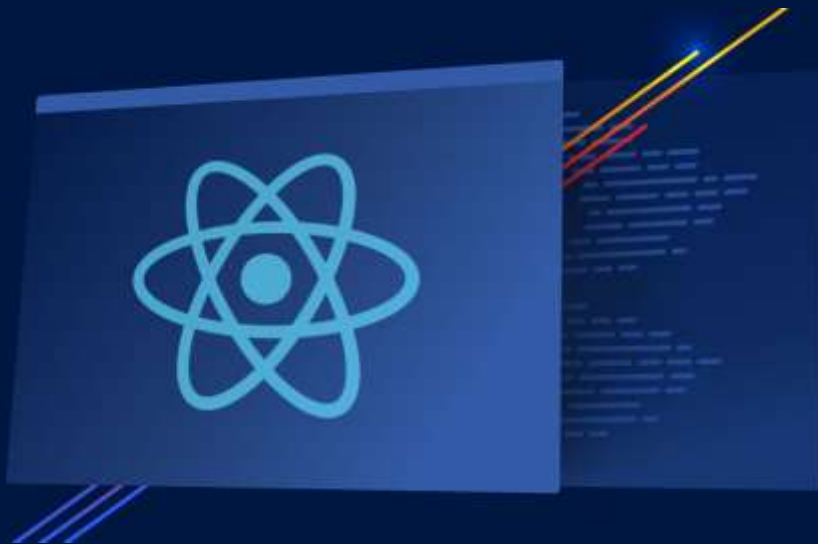
- Updated state variables are **not** immediately available after setState call, but only after the re-render
- This also applies when **only one** state variable is updated
- If we need to update state **based on previous update**, we use setState with callback (setAnswer(answer=>...))





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