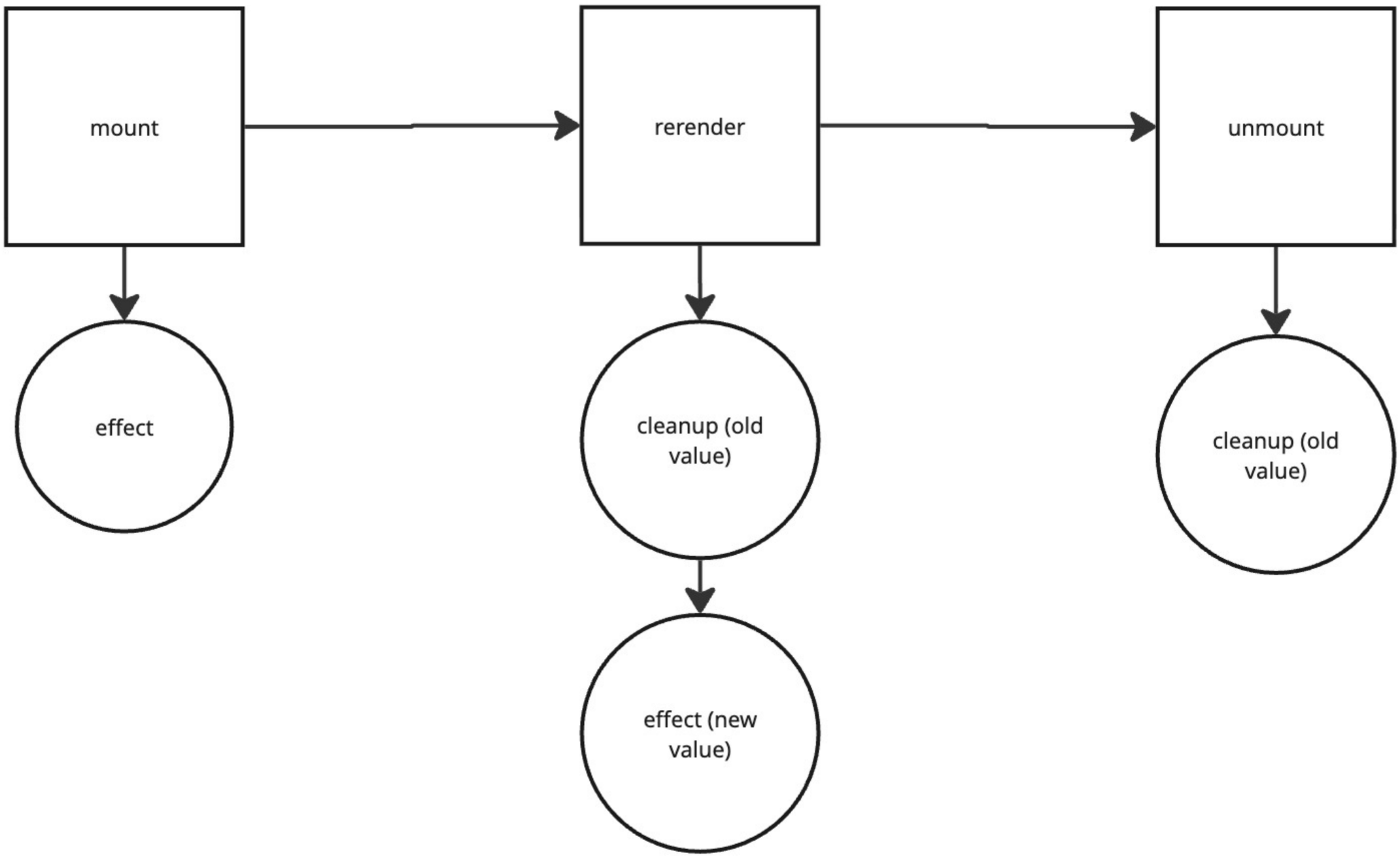
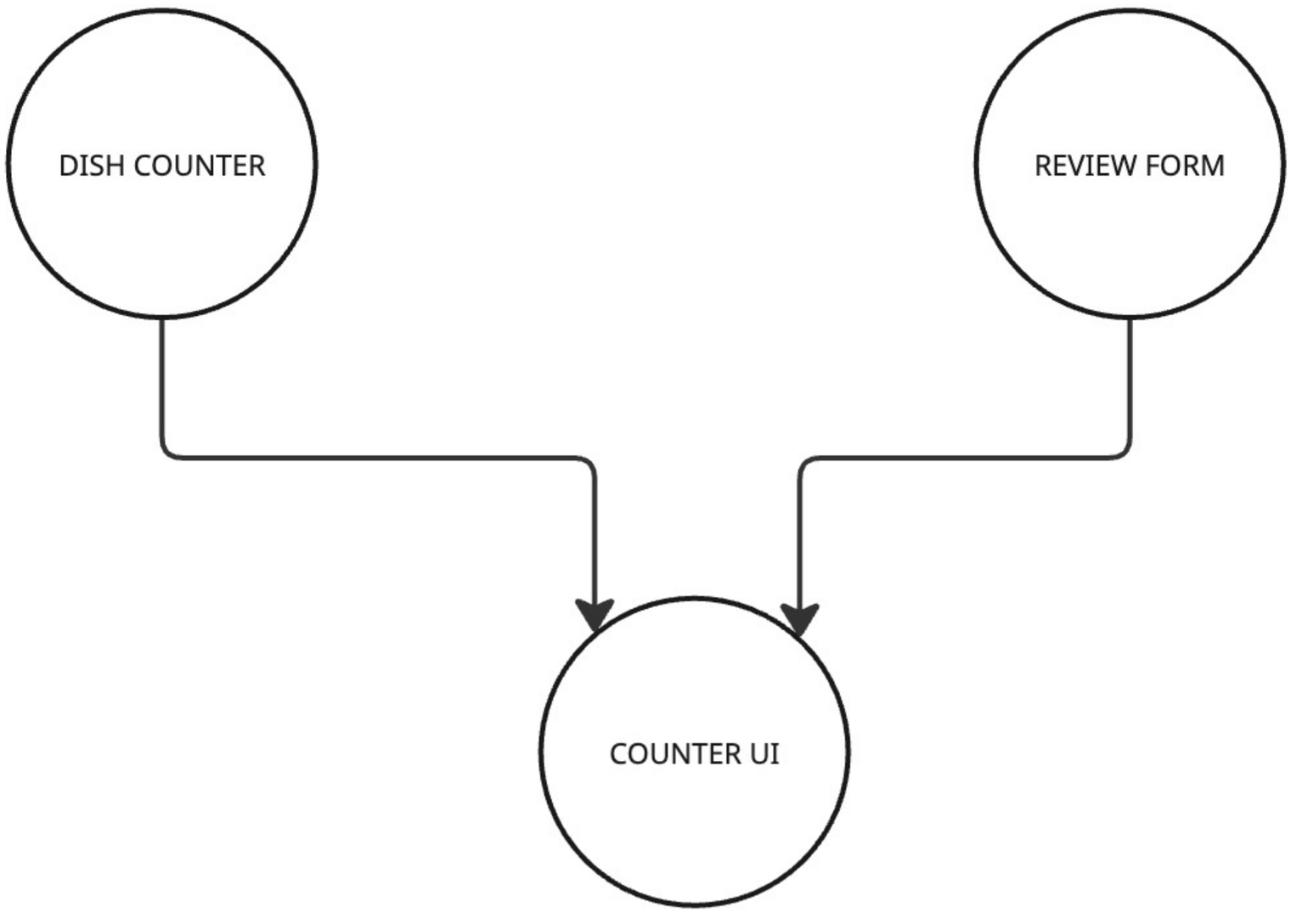
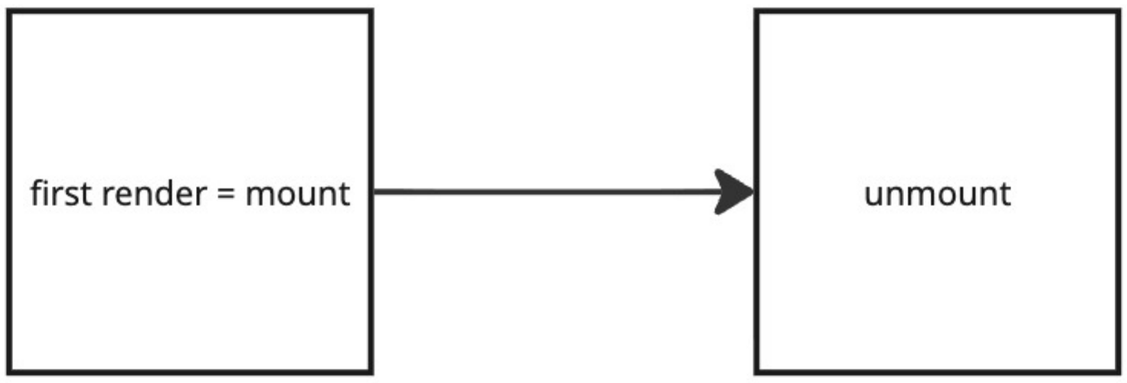
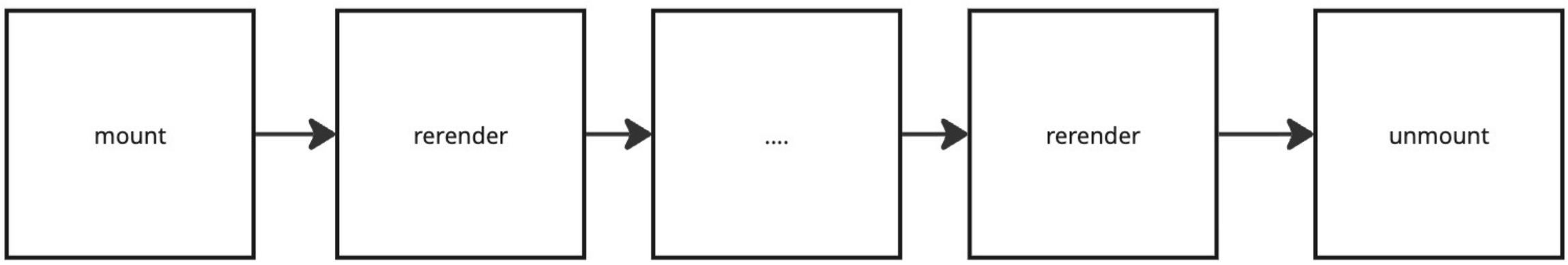
deps = [val1, val2, ...]

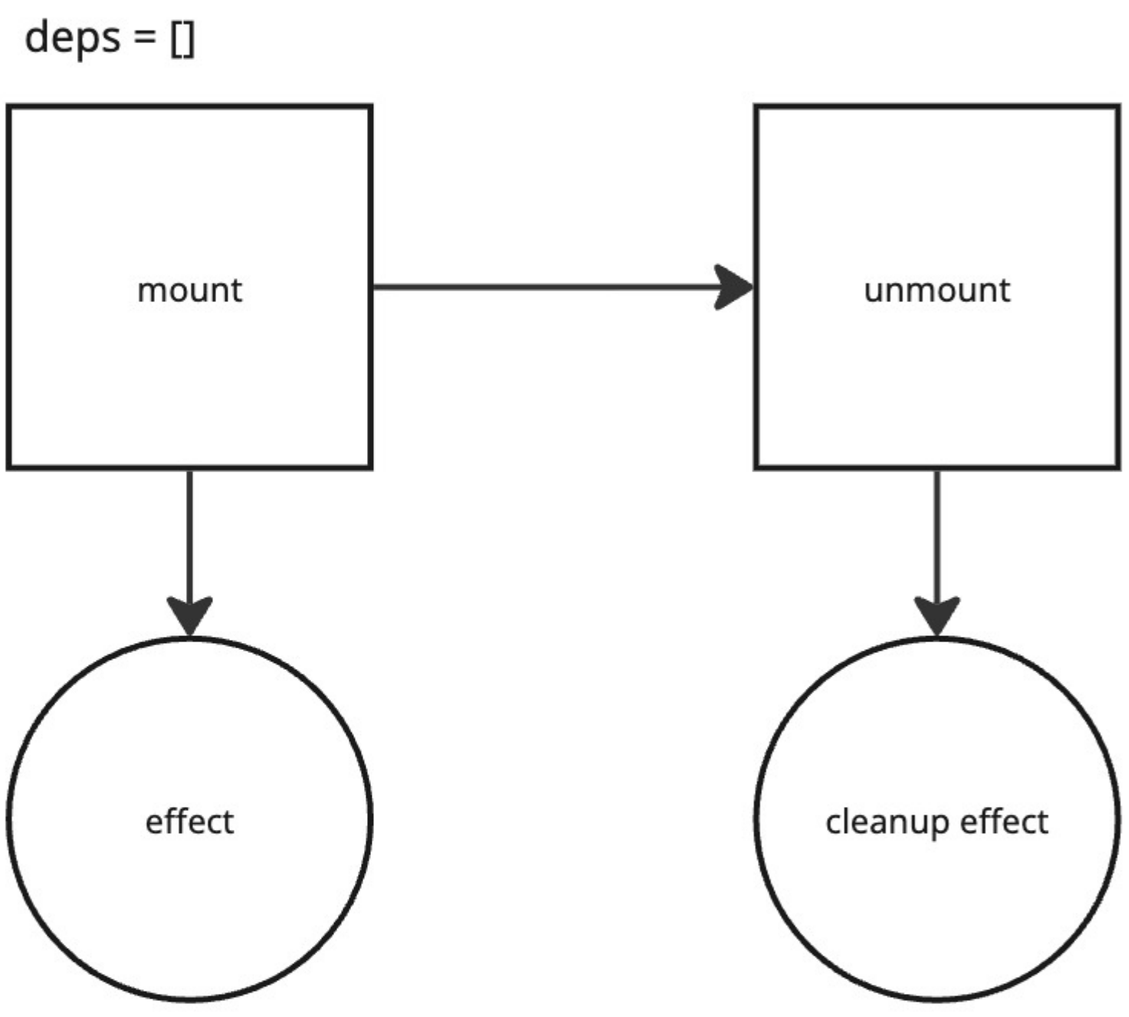


effect runs in second phase - commit




first render = mount
unmount


mount
rerender
....
rerender
unmount


deps = []
mount
unmount
effect
cleanup effect