```
v8::internal::AstNode
 # bit field
 - position
  + node type()
 + position()
 + AsIterationStatement()
 + AsMaterializedLiteral()
 # AstNode()
  v8::internal::Statement
   # Statement()
v8::internal::jumpStatement
# JumpStatement()
v8::internal::BreakStatement
- Zone
- target
+ target()
- BreakStatement()
```