```
v8::internal::AstNode
   # bit field

    position

   + node_type()
   + position()
   + AsIterationStatement()
   + AsMaterializedLiteral()
   # AstNode()
    v8::internal::Statement
    # Statement()
  v8::internal::TryStatement
  try_block_
  + try block()
  + set try block()
  # TryStatement()
v8::internal::TryCatchStatement
- Zone
- scope
- catch_block
- catch prediction
+ scope()
+ catch block()
+ set catch block()
+ GetCatchPrediction()
+ ShouldClearException()
+ is try catch for async()
- TryCatchStatement()
```