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

    position

   + node type()
    + position()
   + AsIterationStatement()
    + AsMaterializedLiteral()
    # AstNode()
     v8::internal::Statement
     # Statement()
v8::internal::BreakableStatement
# BreakableStatement()
       v8::internal::Block
  - Zone
  - statements
  - scope
  + statements()
  + ignore completion value()
  + is_breakable()
  + is initialization block
  for parameters()
  + scope()
  + set scope()
  + InitializeStatements()
  # Block()
  # Block()
```