

A loop keyword ( `break` or `continue` ) was used outside of a loop.

Erroneous code example:

```
fn some_func() {  
    break; // error: `break` outside of a loop  
}
```

Without a loop to break out of or continue in, no sensible action can be taken. Please verify that you are using `break` and `continue` only in loops. Example:

```
fn some_func() {  
    for _ in 0..10 {  
        break; // ok!  
    }  
}
```