

```
class WhileNode extends PNode {
    protected ConditionNode condition;
    protected PNode body;

    public Object execute(Frame frame) {
        try {
            while(condition.execute(frame)) {
                body.execute(frame);
            }
        } catch (BreakException e) {
            // break the loop
        }
        return PNone.NONE;
    }
}
```