

```
class GenWhileNode extends WhileNode {
    private final int flagSlot;

    boolean isActive(Frame frame) {
        return frame.getFlag(flagSlot);
    }

    void setActive(Frame frame,
                   boolean value) {
        frame.setFlag(flagSlot, value);
    }

    public Object execute(Frame frame) {
        try {
            while(isActive(frame) ||
                  condition.execute(frame)) {
                setActive(frame, true)
                body.execute(frame);
                setActive(frame, false);
            }
        } catch (BreakException e) {
            setActive(frame, false);
        }
        return PNone.NONE;
    }
}
```