

```
1 pub fn main() {  
2     println!("Hello, world!");  
3 }
```

Rust

```
1 syn beam_forming(  
2     input: optical,  
3     phase_shifts: (electrical...),  
4 ) -> (optical...) {  
5     input  
6     |> split(splat(1.0, phase_shifts.len()))  
7     |> constrain(d_phase = 0)  
8     |> zip(phase_shifts)  
9     |> map(set modulate(type_: Modulation::Phase))  
10    |> constrain(d_delay = 0)  
11 }
```

PHOS

We can also set a line number offset with `codly-offset(int)`:

```
2     println!("Hello, world!");
```

Rust

And we can also disable line numbers:

```
pub fn main() {  
    println!("Hello, world!");  
}
```

Rust