

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

Rust

```
1 def fibonacci(n):  
2     if n <= 1:  
3         return n  
4     else:  
5         return(fibonacci(n-1) + fibonacci(n-2))
```

Python

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

We can also select only a range of lines to show:

```
        return(fibonacci(n-1) + fibonacci(n-2))
```

Python

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

Rust

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

Rust