

```
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

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

Rust

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

Rust

```
1 pub fn function<R, S, T>() -> R where T: From<S>, S: Into<R>, R: Send +
   Sync + 'static {
2     println!("Hello, world!");
3 }
```

Rust

```
1 pub fn main() {
```

Rust

```
2     println!("This is in another page!")
3 }
```

```
1 pub fn main() {
2     println!("Strong line numbers go brrrrrrr.");
3 }
```

Rust