



```
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 }
```