



```
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. From this:

```
1 #codly-range(start: 5, end: 5)
2
3 ```python
4 def fibonacci(n):
5     if n <= 1:
6         return n
7     else:
8         return(fibonacci(n-1) + fibonacci(n-2))
9 ```
```

 Typst

to this:

```
5         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

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

Rust

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

Rust

```
1 pub fn main() {  
2     println!("Dark style works too");  
3 }
```

Rust