code block with line numbers

```
1  pub fn add(a: i32, b: i32) -> i32 {
2      a + b
3  }
```

```
1      pub fn add(a: i32, b: i32) -> i32 {
```

```
3      }
4
5      pub fn sub(a: i32, b: i32) -> i32 {
6  -       a - b
6  +       let c = a - b;
7  +       c
7      }
8
9      pub fn mul(a: i32, b: i32) -> i32 {
```

```
14         a / b
15     }
```

```
    pub fn add(a: i32, b: i32) -> i32 {
```

```
    }

    pub fn sub(a: i32, b: i32) -> i32 {
-       a - b
+       let c = a - b;
+       c
    }

    pub fn mul(a: i32, b: i32) -> i32 {
```

```
        a / b
    }
```

```
(
  to_show_lines: (
    (
      tag: "Equal",
      old_index: 0,
      new_index: 0,
      content: "pub fn add(a: i32, b: i32) -> i32 {\n",
    ),
```

```
(
  tag: "Equal",
  old_index: 1,
  new_index: 1,
  content: "    a + b\n",
),
(
  tag: "Equal",
  old_index: 2,
  new_index: 2,
  content: "}\n",
),
(
  tag: "Equal",
  old_index: 3,
  new_index: 3,
  content: "\n",
),
(
  tag: "Equal",
  old_index: 4,
  new_index: 4,
  content: "pub fn sub(a: i32, b: i32) -> i32 {\n",
),
(
  tag: "Delete",
  old_index: 5,
  new_index: none,
  content: "    a - b\n",
),
(
  tag: "Insert",
  old_index: none,
  new_index: 5,
  content: "    let c = a - b;\n",
),
(
  tag: "Insert",
  old_index: none,
  new_index: 6,
  content: "    c\n",
),
(
  tag: "Equal",
  old_index: 6,
  new_index: 7,
  content: "}\n",
),
(
  tag: "Equal",
  old_index: 7,
  new_index: 8,
  content: "\n",
),
(
  tag: "Equal",
```

```
      old_index: 8,
      new_index: 9,
      content: "pub fn mul(a: i32, b: i32) -> i32 {\n",
    ),
    (
      tag: "Spacer",
      old_index: none,
      new_index: none,
      content: "",
    ),
    (
      tag: "Equal",
      old_index: 14,
      new_index: 15,
      content: "}\n",
    ),
  ),
  lines: (
    (
      tag: "Equal",
      old_index: 0,
      new_index: 0,
      content: "pub fn add(a: i32, b: i32) -> i32 {\n",
    ),
    (
      tag: "Equal",
      old_index: 1,
      new_index: 1,
      content: "    a + b\n",
    ),
    (
      tag: "Equal",
      old_index: 2,
      new_index: 2,
      content: "}\n",
    ),
    (
      tag: "Equal",
      old_index: 3,
      new_index: 3,
      content: "\n",
    ),
    (
      tag: "Equal",
      old_index: 4,
      new_index: 4,
      content: "pub fn sub(a: i32, b: i32) -> i32 {\n",
    ),
    (
      tag: "Delete",
      old_index: 5,
      new_index: none,
      content: "    a - b\n",
    ),
    (
      tag: "Insert",
```

```
  old_index: none,
  new_index: 5,
  content: "    let c = a - b;\n",
),
(
  tag: "Insert",
  old_index: none,
  new_index: 6,
  content: "    c\n",
),
(
  tag: "Equal",
  old_index: 6,
  new_index: 7,
  content: "}\n",
),
(
  tag: "Equal",
  old_index: 7,
  new_index: 8,
  content: "\n",
),
(
  tag: "Equal",
  old_index: 8,
  new_index: 9,
  content: "pub fn mul(a: i32, b: i32) -> i32 {\n",
),
(
  tag: "Equal",
  old_index: 9,
  new_index: 10,
  content: "    a * b\n",
),
(
  tag: "Equal",
  old_index: 10,
  new_index: 11,
  content: "}\n",
),
(
  tag: "Equal",
  old_index: 11,
  new_index: 12,
  content: "\n",
),
(
  tag: "Equal",
  old_index: 12,
  new_index: 13,
  content: "pub fn div(a: i32, b: i32) -> i32 {\n",
),
(
  tag: "Equal",
  old_index: 13,
  new_index: 14,
```

```
      content: "    a / b\n",
    ),
    (
      tag: "Equal",
      old_index: 14,
      new_index: 15,
      content: "}\n",
    ),
  ),
)
```