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Random Access

This program implements a simple random access database using file I/O operations in C, simulating basic database operations (Create, Read, Update, Delete) through direct file access. It utilizes a Record struct to represent database entries and employs standard C file handling functions ( fseek, ftell, etc) to perform operations. The system achieves random access by using fseek with SEEK\_SET to directly access specific record positions, allowing for efficient data manipulation without traversing the entire file.