```c
#include <stdio.h>
#include <stdlib.h>

#define MAX_RECORDS 100

// Structure for a record
struct Record {
    int id;
    char data[50];
};

// Function to write record to file
void writeRecord(FILE *file, struct Record record) {
    fwrite(&record, sizeof(struct Record), 1, file);
}

// Function to read record from file
void readRecord(FILE *file, int recordNum, struct Record *record) {
    fseek(file, (recordNum - 1) * sizeof(struct Record), SEEK_SET);
    fread(record, sizeof(struct Record), 1, file);
}

int main() {
    FILE *file;
    struct Record records[MAX_RECORDS];
    int numRecords, i;

    // Open file for writing
    file = fopen("file.txt", "wb");
    if (file == NULL) {
        printf("Error opening file.\n");
```

```c
        return 1;
    }

    // Get number of records from user
    printf("Enter the number of records: ");
    scanf("%d", &numRecords);

    // Write records to file
    for (i = 0; i < numRecords; i++) {
        struct Record record;
        record.id = i + 1;
        printf("Enter data for record %d: ", i + 1);
        scanf("%s", record.data);
        writeRecord(file, record);
    }

    // Close file
    fclose(file);

    // Open file for reading
    file = fopen("file.txt", "rb");
    if (file == NULL) {
        printf("Error opening file.\n");
        return 1;
    }

    // Read and print records
    for (i = 0; i < numRecords; i++) {
        struct Record record;
        readRecord(file, i + 1, &record);
        printf("Record %d: ID=%d, Data=%s\n", i + 1, record.id, record.data);
```
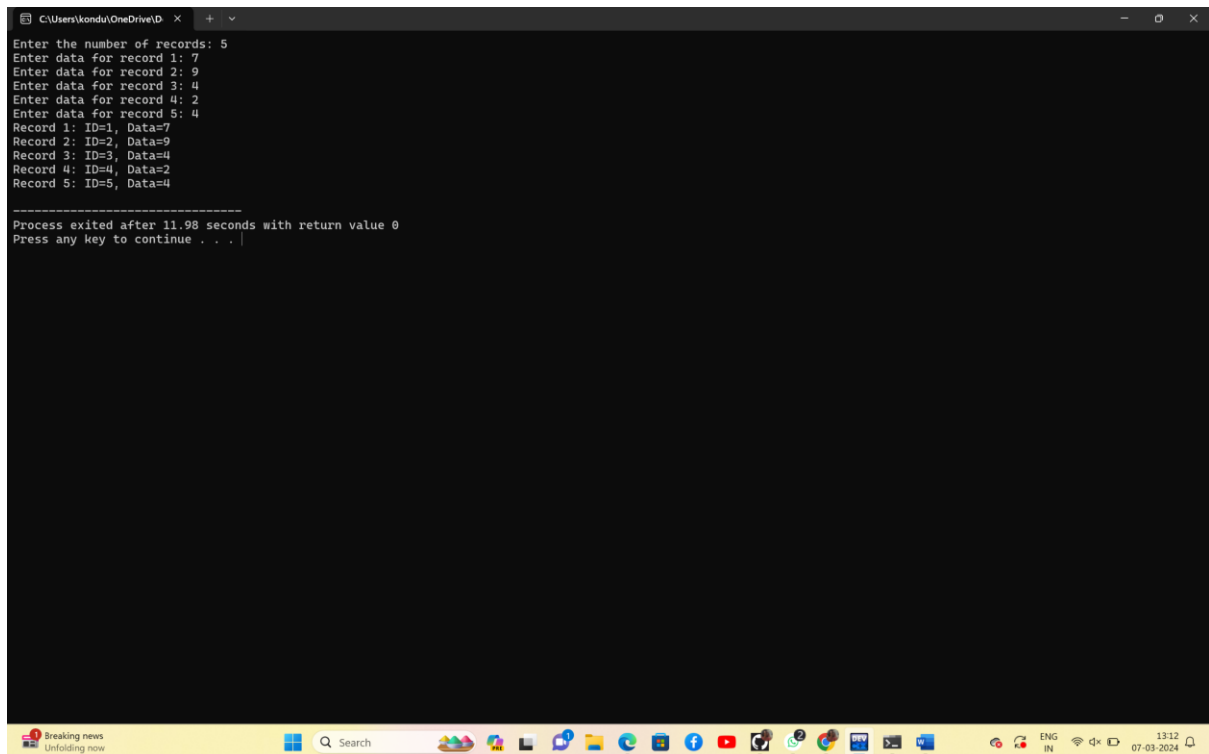
```
    }

    // Close file

    fclose(file);


    return 0;

}
```

```
Enter the number of records: 5
Enter data for record 1: 7
Enter data for record 2: 9
Enter data for record 3: 4
Enter data for record 4: 2
Enter data for record 5: 4
Record 1: ID=1, Data=7
Record 2: ID=2, Data=9
Record 3: ID=3, Data=4
Record 4: ID=4, Data=2
Record 5: ID=5, Data=4

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Process exited after 11.98 seconds with return value 0
Press any key to continue . . .
```