Several people had questions about calculating byteOffset for the binary map file
based on Row & Col sent in, assuming you've perhaps swapped them to make sure Row > Col
since we're only storing the lower-left triangle.
(Let's NOT calculate RRN from Row & Col first, and then calculate byteOffset based on RRN).

It's: sizeOfHeaderRec + sizeOfRowsBeforeThisRow + sizeOfColsBeforeThisColumnInThisRow
where all numbers are shorts (2 bytes)

Let's assume HeaderRec is just a single short (check the specs, I don't remember).

Suppose you had a 5x5 square matrix (N = 5).

```
.     0   1   2   3   4
0  |
1  | 10
2  | 20  30
3  | 40  50  60
4  | 70  80  90  99
```

Stored in the file it's:

```
DATA VALUES:   HeaderRec  10   20   30   40   50     60     70     80     90     99
BYTE NUMBERS:  0-1        2-3  4-5  6-7  8-9  10-11  12-13  14-15  16-17  18-19  20-21
```

Say we want Row 4, Col 3 which has the value 99.

sizeOfHeaderRec = 2 bytes
sizeOfRowsBeforeThisRow = (1 + 2 + 3) * 2 bytes = 12 bytes
sizeOfColsBeforeThisColumnInThisRow = (1 + 2) * 2 bytes = 6 bytes

byteOffset = 2 + 12 + 6 = 20 OK, that's right

What's the generic formula for the sum of the first M numbers? (M * (M+1)) / 2

In the sizeOfRows… calculation that's the sum of the first Row-1 numbers, or
((Row-1) * (Row-1+1)) / 2

In the sizeOfCols… calculation that's the sum of the first Col-1 numbers, or
((Col-1) * (Col-1+1)) / 2

Say we want Row 1, Col 0, which has the value 10.

byteOffset = 2 + ((R * (R-1)) / 2) + ((C * (C-1)) /2)
= 2 + ((1* 0) / 2) + ((0 * -1) / 2)
= 2 + 0 + 0
= 2 OK, that's right