byteOffset calculations for random access

- sizeOfHeaderRec (in bytes) and sizeOfDataRec (in bytes) should both be **calculated** (not hard-coded as a fixed number) once and for all at the top of the class since neither will change throughout the run of the program
  - ```
    sizeOfHeaderRec = sizeOf(n) + . . .
    ```
  - ```
    sizeOfDataRec = sizeOf(id) + sizeOf(code) + . . .
    ```

- before each seek, calculate byteOffset
  - ```
    byteOffset = sizeOfHeaderRec
                       + ((rrn − 1) * sizeOfDataRec)
    ```

- SOME OTHER THINGS TO TAKE INTO ACCOUNT:
  - A char array is the specified number of chars while a string has the additional length field (a 1-byte field), besides the char fields
  - Are your char's stored as ASCII (1 byte each) or Unicode (2 bytes each)?
  - Are you separating the fields with commas or not? a comma is a char (ASCII or Unicode?)
  - Are you putting <CR><LF>'s after each record (2 bytes) or not? Linux people, are you just using <LF>'s?