

Implementing a command line application that reads a 24-bit BMP image, applies a Gaussian Blur filter on it and saves the result.

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usage:
gbfilter input_file output_file kernel_size tile_width tile_height
```

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example:
gbfilter my_image.bmp my_result.bmp 50.2 64 64
```

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description:
input_file      24-bit BMP input image file.
output_file     24-bit BMP output image file.
kernel_size     set in pixel or sub-pixel the size of the kernel.
tile_width      set the width of the tile
tile_height     set the height of the tile
```

The application should be written in pure C++ in a single CC file. You must not use any 3rd party.

Here's what we want to see:

A basic BMP file reader/writer that will consist of writing a limited BMP file reader/writer which will support 24-bit encoded image files.

The Gaussian Blur must work in tiles as if the destination image was made of sub regions. For information, a tile is a rectangular region. It can be seen as a sub image. The blur operation will be performed separately in 32-bit floating point on each channel (R, G, B).