1. countArithmeticMeans:
   Given an integer array and count arithmetic mean.
   arithmetic mean : array[i] = (array[i-1] + array[i+1]) / 2
   array[i] = 0 if i < 0 or i >= len(array)
   Ex:
   Input: [1,2,3]
   Output: 2

2. workingButtons:
   Given integer array and string array. Integer array represents working buttons(phone buttons). Return true if the string in array can be typed by the working buttons.
   Ex1:
   Input:[2,3], ["abc","cde"]
   Output: true

   Ex2:
   Input: [2,3], ["abc", "cde", "edg"]
   Output: false

3. pushAndFall:
   Given matrix of string. "#" represents box, "."represents idle, "*" represents obstacles.
   Push boxes to the rightmost and fall.
   Ex1:
   Input:
   [["#", ".", ".", "."],
    ["#", "#", ".", "."],
    ["#", ".", ".", "#"],
    ["#", "#", "#", "."]]
   Output:
   [[".", ".", ".", "#"],
    [".", ".", "#", "#"],
    [".", ".", "#", "#"],
    [".", "#", "#", "#"]]
   Ex2:
   Input:
   [["#", ".", "*", "."],
    ["*", ".", "#", "."],
    [".", "*", ".", "#"],
    ["#", ".", "*", "."]]
   Output:
   [[".", ".", "*", "."],
    ["*", "#", ".", "."],
    [".", "*", ".", "#"],
    [".", "#", "*", "#"]]

4. numerJumps2:
   One jump:
   jump from index i to index j where array[i] == array[j] and j − i > diff
   can start from any index
   return the maximum jump

   Ex:
   Input: [1, 2, 3, 2, 4, 1, 2, 4], diff = 1
   Output: 3 (jump from index 1)

   Input: [1, 2, 3, 2, 4, 1, 2, 4], diff = 4
   Output: 2 (jump from index 0)