Task 3 - Allow changing blur *radius* and *weight*

Add two new options to the blur algorithm, as follows:

```
$ python esss_test.py -blur <image-file> <radius> <weight>
```

Radius: surrounding pixels from where color average is calculated should be determined by an integer radius value. Original algorithm has radius = 1 (meaning the 3×3 windows around each pixel). For example, a radius of 2 would use a 5×5 window around each pixel.

3	16	14	14	5	10
2	**7**	**13**	**0**	**13**	**3**
4	**14**	**1**	**4**	**1**	**5**
13	**7**	**2**	**1**	**9**	**3**
13	**13**	**4**	**4**	**3**	**7**
14	**8**	**6**	**9**	**10**	**6**

Example of pixels to use when radius =2

	?	?	?	?	?
	?	?	?	?	?
	?	?	**6**	?	?
	?	?	?	?	?
	?	?	?	?	?

Output example when radius = 2 and weight = 1

In the example above: (7 + 13 + 0 + 13 + 3 + 14 + 1 + 4 + 1 + 5 + 7 + 2 + 1 + 9 + 3 + 13 + 4 + 4 + 3 + 7 + 8 + 6 + 9 + 10 + 6) / 25 = 6.12 = 6.

Weight: a weight to be applied to the central pixel *only* (all other pixels take the weight 1), in other words a *weighted average* should be used now.

3	16	14	14	5	10
2	7	13	0	13	3
4	14	**1**	**4**	**1**	5
13	7	**2**	**11**	**9**	3
13	13	**4**	**4**	**3**	7

Input example

		?	?	?	
		?	**7**	?	
		?	?	?	

Output with radius = 1 and weight = 8

The output for the example above is calculated from (1×1 + 1×4 + 1×1 + 1×2 + **8**×11 + 1×9 + 1×4 + 1×4 + 1×3) / 16 and rounded.

Note that with radius=1 and weight=1, one should obtain the exact same results as in the blur implemented in Task 2.