# You Put a Hex on Me

Your task is to write a hexadecimal convertor. Your method should take a string as input and covert that string from a hexadecimal value to a normal decimal number.

Your code must use it’s own method and maths for conversion rather than using the built in C# convertors.

Note:

Hexadecimal is a base 16 numbering system common in computing. In hexadecimal 10 is equal to 16, and 20 is equal to 32 (2 x 16). The letters A-F are taken to represent the numbers 10-15, therefore in hexadecimal 1A is equal to 26 (16 + 10) and FF is equal to 255 ((15 x 16) + 15). Similarly, 100 or 0100 (see below) is equal to 256 as it is 16 x 16 rather than the decimal 10 x 10.

Hexadecimal numbers are normally expressed in pair with a leading zero if needed. For example, 0A, 0F14 etc.

Hidden constraints:

* Only allow range of 00 to FFFF
* Must cope with leading zero