and with the advice and consent of a convention of the two branches of the city council, shall appoint all officers under the corporation, except the register of the city and the clerks employed by the city or under their authority; the register shall be appointed by a convention of the two branches of the city council biennially, and shall be commissioned by the mayor, but shall be removable at pleasure by a convention of the said two branches; all vacancies happening during the recess of the city council shall be filled by the mayor, until the ensuing session of the city council.

26. All persons holding offices under the corporation of the city shall, unless otherwise provided by law or ordinance, hold such offices during the pleasure of the mayor.

## GENERAL POWERS OF CORPORATION.

- 27. The mayor and city council have power to pass all ordinances to provide for the licensing and regulating pawn brokers within the city.
- 28. They may pass ordinances to establish and regulate inspections within the city, subject to the present or any future laws of the State.
- 29. They may direct in what part of the city buildings of wood shall not be erected; may erect and provide magazines for the storage of gunpowder brought to the city, and compel the storage thereof therein, and regulate the price of such storage.
- 30. They may prevent the storage of naval stores or other combustible matter in such quantities or places within the city as may be deemed dangerous.
- 31. They may erect or establish houses of correction, hospitals or pest houses within or without the city, if necessary, and pass all ordinances for the government of the same.
- 32\*. They may pass ordinances for preserving order, securing property and persons from violence, danger or destruction, protecting the public and city property, rights and privileges from waste or encroachment, and for promoting the great interests and insuring the good government of the city; but no ordinance heretofore passed or that shall hereafter be passed by the mayor