

(2) THE SECRETARY MAY ESTABLISH AREAS OF RESPONSIBILITY WITHIN THE SECRETARY'S OFFICE AND MAY REORGANIZE OR ABOLISH THOSE AREAS OF RESPONSIBILITY AS NECESSARY TO FULFILL EFFECTIVELY THE DUTIES ASSIGNED TO THE SECRETARY.

1-202.

(A) (1) WITH THE APPROVAL OF THE GOVERNOR, THE SECRETARY SHALL APPOINT A DEPUTY SECRETARY WHO SHALL HAVE DUTIES AS ARE PROVIDED BY LAW OR DELEGATED BY THE SECRETARY.

(2) THE DEPUTY SECRETARY SHALL SERVE AT THE PLEASURE OF THE SECRETARY AND SHALL RECEIVE THE COMPENSATION PROVIDED IN THE STATE BUDGET.

(B) (1) THE SECRETARY SHALL HAVE ATTACHED TO THE SECRETARY'S OFFICE THE ASSISTANTS, PROFESSIONAL CONSULTANTS, AND EMPLOYEES AS ARE PROVIDED IN STATE BUDGET.

(2) THE SECRETARY MAY ESTABLISH AREAS OF RESPONSIBILITY WITHIN THE SECRETARY'S OFFICE AND DESIGNATE ASSISTANTS TO BE IN CHARGE OF THE AREAS.

(3) ALL STAFF ASSISTANTS IN THE SECRETARY'S OFFICE IN CHARGE OF PARTICULAR AREAS OF RESPONSIBILITY, AND ALL PROFESSIONAL CONSULTANTS, SERVE AT THE PLEASURE OF THE SECRETARY.

(4) UNLESS OTHERWISE PROVIDED BY LAW, ALL OTHER EMPLOYEES OF THE SECRETARY'S OFFICE SHALL BE APPOINTED AND REMOVED BY THE SECRETARY IN ACCORDANCE WITH THE PROVISIONS OF ARTICLE 64A OF THE CODE.

(C) (1) THE APPOINTMENT OR REMOVAL OF PERSONNEL BY AN ADMINISTRATION, BOARD, COMMISSION, DIVISION, OR OTHER AGENCY WITHIN THE JURISDICTION OF THE DEPARTMENT IS SUBJECT TO THE APPROVAL OF THE SECRETARY.

(2) THE SECRETARY MAY DELEGATE THIS POWER OF APPROVAL TO THE HEADS OR GOVERNING BODIES OF THE BOARDS, COMMISSIONS, DIVISIONS OR OTHER AGENCIES WITHIN THE JURISDICTION OF THE DEPARTMENT.

1-203.

(A) THE ATTORNEY GENERAL SHALL BE THE LEGAL ADVISER TO THE DEPARTMENT.

(B) (1) THE ATTORNEY GENERAL SHALL ASSIGN TO THE DEPARTMENT SUCH NUMBER OF ASSISTANT ATTORNEYS GENERAL AS ARE NOW AUTHORIZED BY LAW TO BE ASSIGNED TO THE VARIOUS DEPARTMENTS, AGENCIES, BOARDS, COMMISSIONS, COUNCILS, OR UNITS WHICH ARE, OR MAY HEREAFTER BY LAW BE DEEMED TO BE, PART OF THE DEPARTMENT, AND SHALL ALSO ASSIGN TO THE DEPARTMENT SUCH ADDITIONAL NUMBER OF