Modern software systems exist often in fast changing environments. To remain useful in such environments, software must be configurable at runtime to adapt to such changing environments. This tutorial will present practical guidelines and directly reusable design solutions to build the architecture for such runtime-configurable systems.

**Audience**
This tutorial will present advanced design technologies. Participants of this tutorial should have several years of practical experience in designing object-oriented software systems.

**Benefits**
- You will see the benefits of applying runtime-configurability to software systems.
- You will learn how to build architectures that allow runtime-configurability.
- You will get directly reusable design solutions for such architectures.

For Digicomp, a major Swiss computer education company, **Detlef Vollmann** has authored and taught more than 150 courses on topics ranging from UNIX through advanced C/C++, OO analysis and design, design patterns to manager oriented briefings on software development process, enterprise application integration and XML. These courses are one to five days with four to 40 attendants, most in German, but some in English as well. Detlef is author of several journal articles and of a forthcoming of XML in C++. Detlef has also presented tutorials on similar topics at OOPSLA '99 in Denver, ECOOP '00 in Cannes and OOPSLA'00 in Minneapolis. Detlef has a background of 15 years in software engineering and more than 10 years with object technology. As an independent consultant, he supports several Swiss companies with the design of object-oriented systems. Currently, he is the Chief Architect for a highly configurable and mobile system for workflow management.