

CAST Architecture Checker - Define Layer or Set Contents

Once the Layers and Sets have been created (see [Define Layers, Sets and Dependencies](#)) you now need to define their contents in terms of objects.

In basic terms, a Layer or Set is composed of a list of selection criteria. A selection criterion is a list of conditions that assign specific objects from a CAST analysis - objects that match these conditions are then "assigned" to the specific Layer or Set. The easiest way to select objects to fill a Layer or Set is to identify the objects by name or by type. This is extremely easy to do: just drag and drop the relevant property from the [Types and Properties window](#) to the target Layer Set in the [Main window \(Model tab\)](#).

Below are some simple examples, which can be extended as necessary:

- [CAST Architecture Checker - Define a Data Layer](#)
- [CAST Architecture Checker - Define a Business layer](#)
- [CAST Architecture Checker - Using Sets](#)
- [CAST Architecture Checker - Using drag and drop from Type and Properties window](#)
- [CAST Architecture Checker - Working with block elements](#)
- [CAST Architecture Checker - Working with external objects](#)
- [CAST Architecture Checker - Working with multiple selection criteria](#)
- [CAST Architecture Checker - Working with sub-objects](#)
- [CAST Architecture Checker - Using the Action menu options to automatically create layers](#)
- [CAST Architecture Checker - Using the calls any or called by any layer option](#)



CAST highly recommends avoiding a situation where the same object or objects belong to multiple layers in the same Architecture Model. If the same object or objects do belong to multiple layers, when using the [Check model](#) option, violations to the rules in the model may not be highlighted and you may encounter inconsistent results.

See [Glossary](#) for description of Layers, Sets etc.