builder.Services.AddDbContext<AdventureWorks2016Context>(

options => options.UseSqlServer("server=(localdb)\\\\MSSQLLocalDB;database=AdventureWorks2016;Integrated Security=True \""));

Cadena de conexión:

dotnet ef dbcontext scaffold "server=musicagrupos.database.windows.net;database=GrupoC;user=as;password=P0t@t0P0t@t0" Microsoft.EntityFrameworkCore.SqlServer -o Models