

UnityEditor.PackageManager.UI.IOperationFactory

```
classDiagram
    class IOperationFactory["UnityEditor.PackageManager.UI.IOperationFactory"]
    class MockOperationFactory["UnityEditor.PackageManager.UI.Tests.MockOperationFactory"]
    class UpmOperationFactory["UnityEditor.PackageManager.UI.UpmOperationFactory"]
    MockOperationFactory --|> IOperationFactory
    UpmOperationFactory --|> IOperationFactory
```

UnityEditor.PackageManager.UI.Tests.MockOperationFactory

UnityEditor.PackageManager.UI.UpmOperationFactory