

Migration

```
classDiagram
    class Migration
    class AddUserTable["Finament.Infrastructure.Migrations.AddUserTable"] {
        # Up()
        # Down()
        # BuildTargetModel()
    }
    AddUserTable --|> Migration
```

The diagram shows a class hierarchy. At the top is a class box labeled 'Migration'. It has two empty rectangular compartments below the name. Below this is a larger, shaded gray box representing a more specific class. This box is divided into three horizontal sections. The top section contains the text 'Finament.Infrastructure.Migrations.AddUserTable'. The middle section is empty. The bottom section contains three lines of code, each preceded by a hash symbol: '# Up()', '# Down()', and '# BuildTargetModel()'. A blue arrow with an open triangular head points from the top edge of the gray box up to the bottom edge of the 'Migration' box, indicating that the gray box inherits from 'Migration'.

Finament.Infrastructure.
Migrations.AddUserTable

Up()

Down()

BuildTargetModel()