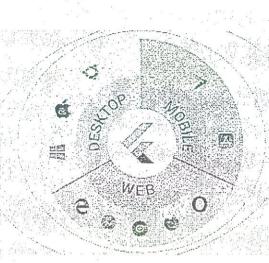
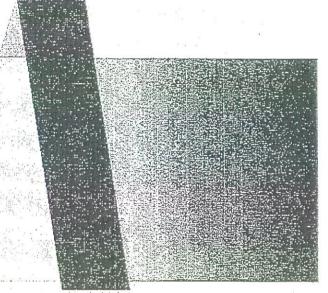




MULTIPLATFORM APP DEV IN FLUTTER







This course aims to teach development of professional lew apps using Flutter being Google's modern and free SD allowing to write cross platform application both for desktol web and mobile apps with the same code-base. This coursenables the trainees to create fast and stunning mobile applications using Flutter. The course comprehensively covers everything from setting up development environment to deploying apps on Google Play store. The participants will learn about Dart programming language, Firebase for backend development and Figma for UI design. This course takes you from an absolute beginner to being able to release professional quality apps. The course targets to prepare the participant for Flutter Certified Application Developer Certification exam (AFD-200) of Android ATC.

ELIGIBILITY CRITERIA

Final Year Students/ Graduates of BS in Info Tech, Computer Science, Software Engg, Electrical Engg and related fields.



Saturday, Aug 24, 2024 Timings: 4pm-6pm (PST)

Starts Sep 2, 2024

Duration: 13 Weeks

Days: Mon, Wed & Sun

Timings: 10am - 2pm (PST)



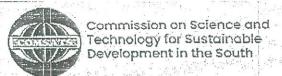


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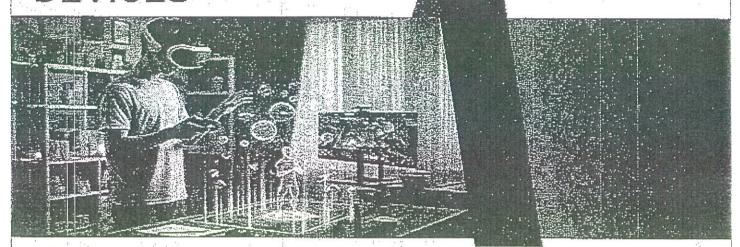
COMŠATS Headquarters Shahrah-e-Jamhuriat, G-5/2 Islamabad - Pakistan







2D/3D/VR GAME DEV FOR MOBILE









The course participants will learn to utilize the Unity Game Engine and the powerful C# scripting language to develop amazing and polished games. This course requires no past experience with Game development, Unity or programming experience. All contents of the course are thoroughly explained with detail. Through this course, students will explore various aspects and features of game development. The material starts from the fundamentals of game development and gradually build up to more advanced techniques and features. The skills learned through the course are highly transferable, setting the foundations to allow learning various other aspects of game development. Through the duration of the course, various industrial tools will be covered to prepare students for industrial employment. The course targets to prepare the participant for Unity Certified Associate Game Developer and Certified Associated Programmer exams

ELIGIBILITY CRITERIA

Final Year Students/ Graduates of BS in Info Tech, Computer Science, Software Engg, Electrical Engg and related fields.



Saturday, Sep 14, 2024 Timings: 4pm-6pm (PST)







Starts Sep 24, 2024 Duration: 13 Weeks Days: Tue . Thu & Sat Timings: 10am - 2pm (PST)





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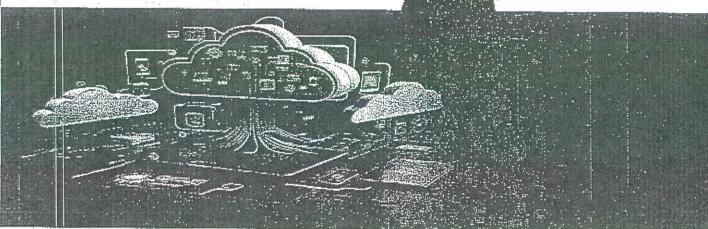
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irfan@comsats.org



LINUX SYSTEM ADMINISTRATION. **CLOUD COMPUTING & DEVOPS ENGINEERING**













KEY FEATURES

- Uniquely Defined Tripple international Certifications:
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 - AWS Cloud Solution Associate
 - AWS DevOps Engineering
- Highly Qualified Certified Trainers
- **■** Comprehensive Paper-Free Online Learning Environment
- Interactive live Virtual Classroom
- Dynamic Recording for Post-session Reviewing
- Realistic Mock Practice Tests for Exam Readiness Evaluation
- Verified Sharable igrasity ITCC Certificate
- Assistance in Job seeking in international Cloud
- Infrastructure and DevOps organizations
- Both On-Campus and Online Sessions in Hybrid Environment
- Preparation for internationally in-demand technology profession

ELIGIBILITY CRITERIA

Final Year Students/ Graduates of BS in Info Tech, Computer Science, Software Engg, Electrical Engg and related fields.



Saturday, July 6, 2024 Timings: 4pm-6pm (PST)



Starts **July 17, 2024** Duration: 13 Weeks

Days: Wed , Fri & Sun Timings: **3pm-7pm (PST)**



APPLY NOW

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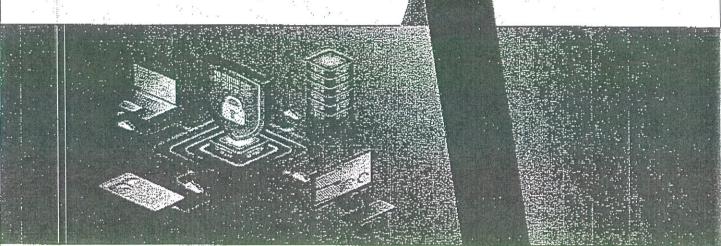


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INFORMATION & CYBER SECURITY









Information & Cyber Security (I&CS) course covers the fundamental concept of information security, network defense. penetration testing, platform hardening, IOT security, vulnerability analysis. This course prepares for career in I&CS. Participants will start from basic I&CS concept to develop their skills and work up to the higher level I&CS professional practices using Linux OS platform. The concepts covered in the training program are focused on knowledge-based training coupled with extensive hands-on application. Every tactic discussed in training is backed by step-by-step labs conducted in a virtualized environment with Itargets, tools, and vulnerable systems. Through our lab technology, every participant will have comprehensive hands-on practice to learn and apply their knowledge. The course targets to prepare the participant for Certified Network Defense of EC Council.

ELIGIBILITY CRITERIA

Final Year Students/ Graduates of BS in Info Tech, Computer Science, Software Engg, Electrical Engg and related fields.



Saturday, July 27, 2024 Timings: 4pm-6pm (PST)







Starts Aug 6, 2024 Duration: 13 Weeks Days: Tue, Thu & Sat Timings: 3pm-7pm (PST)





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