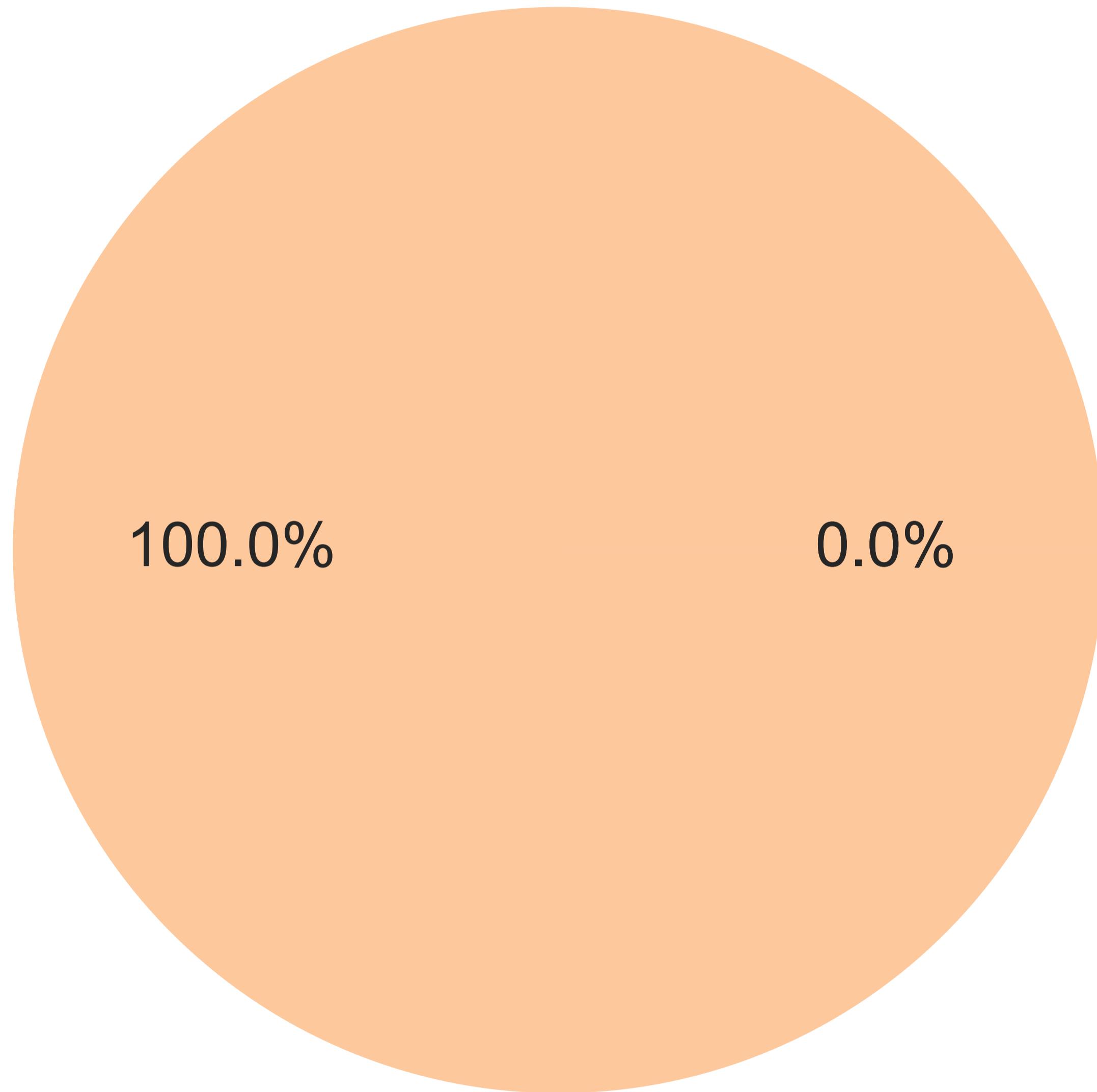


In-frame mutation  
(1 reads)



Frame-shifting mutation  
(0 reads)