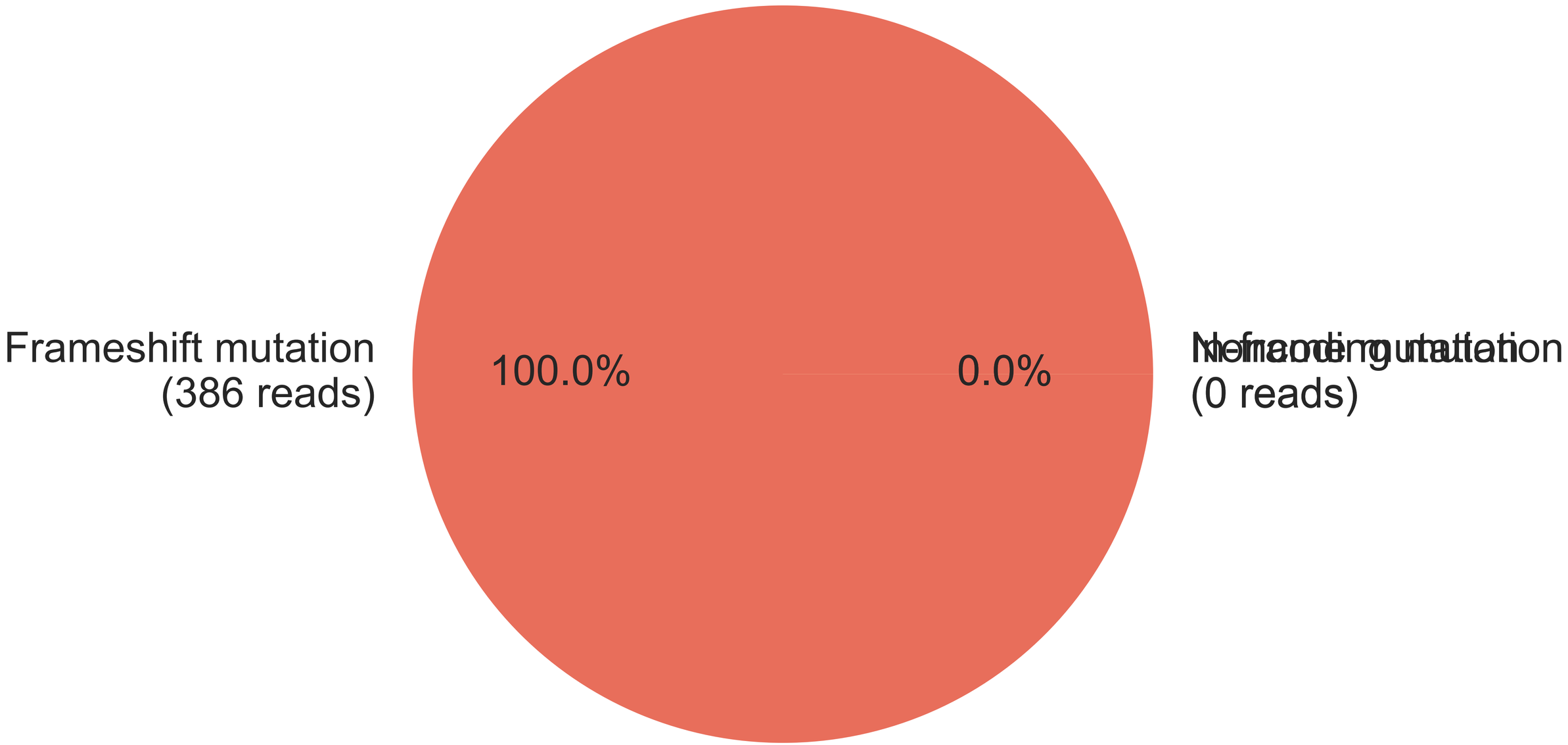
Frameshift mutation
(386 reads)
100.0%
0.0%
In-frame mutation
(0 reads)