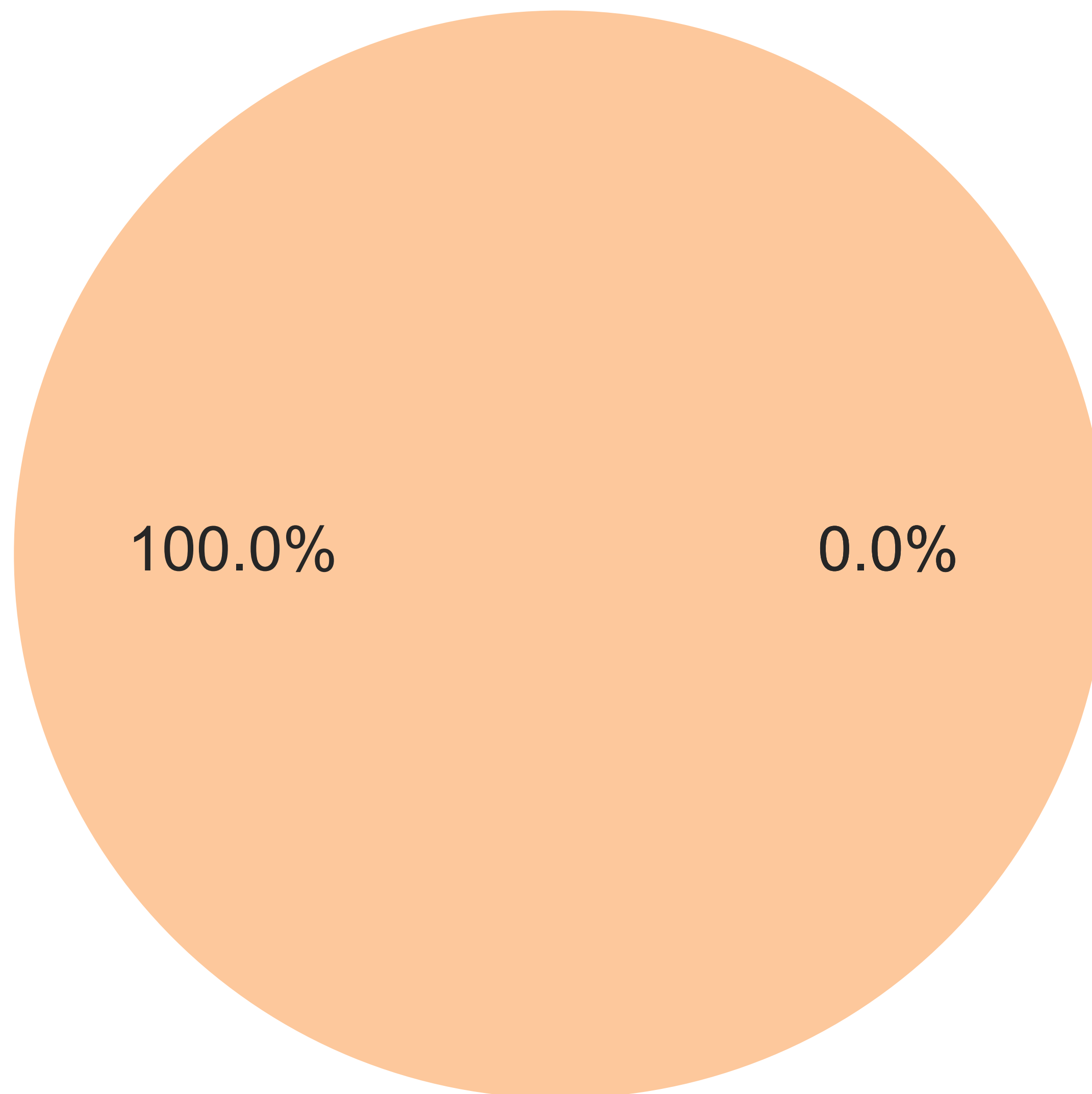


In-frame mutation
(315 reads)



Frameshift mutation
(0 reads)