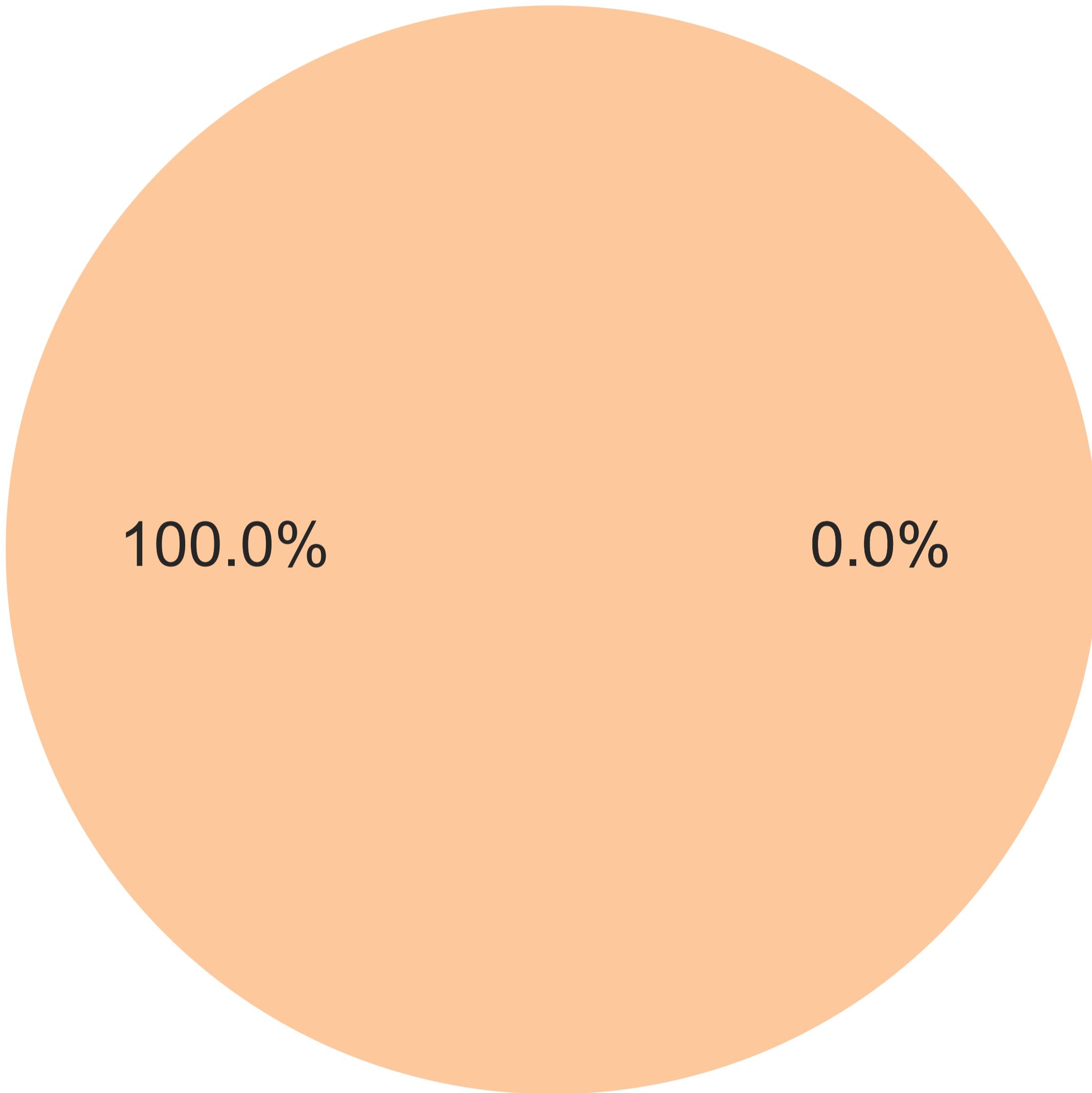


In-frame mutation
(315 reads)



Frame-shifting mutation
(0 reads)