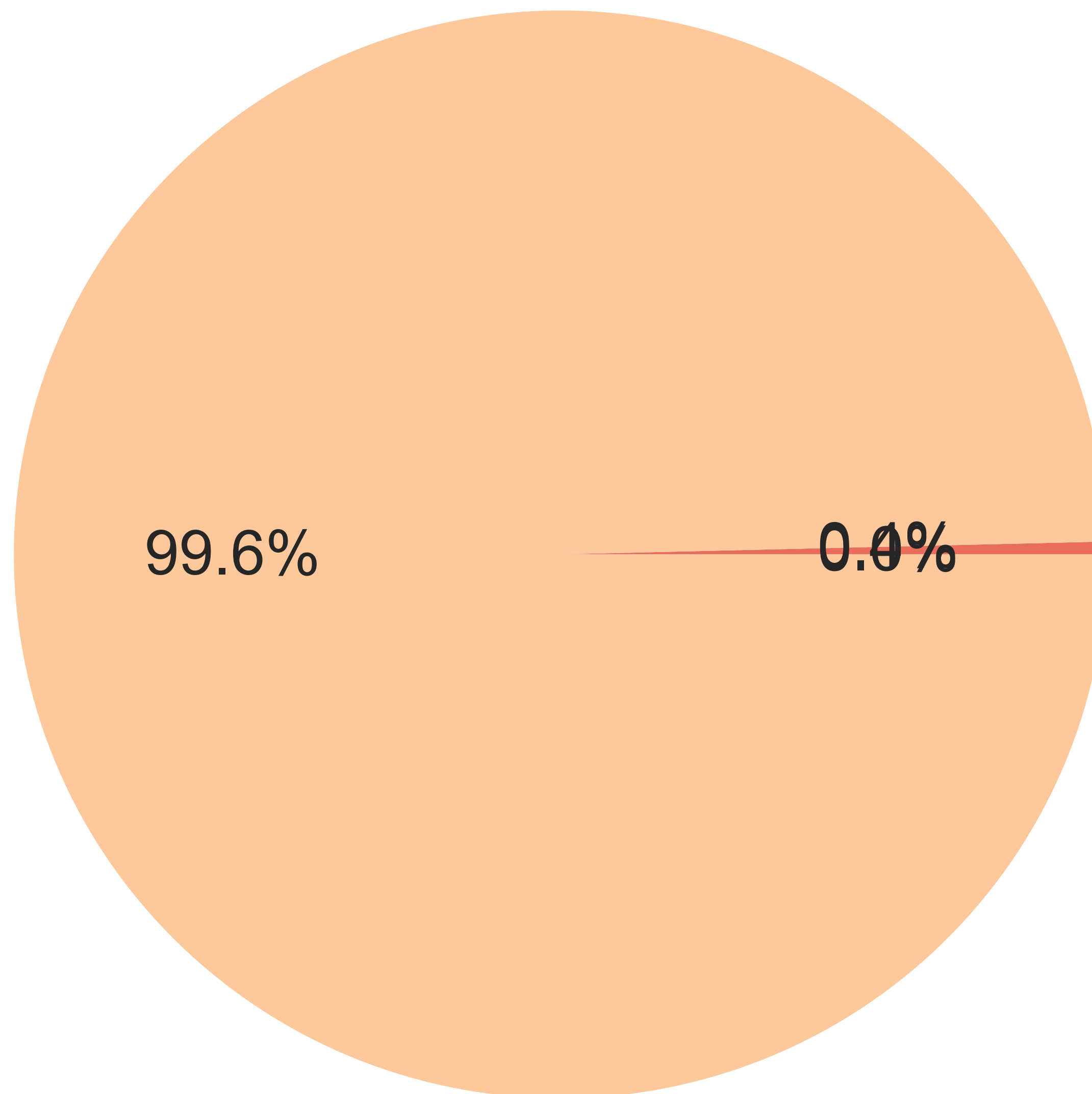


In-frame mutation
(265 reads)



Frameshift mutation
(1 reads)