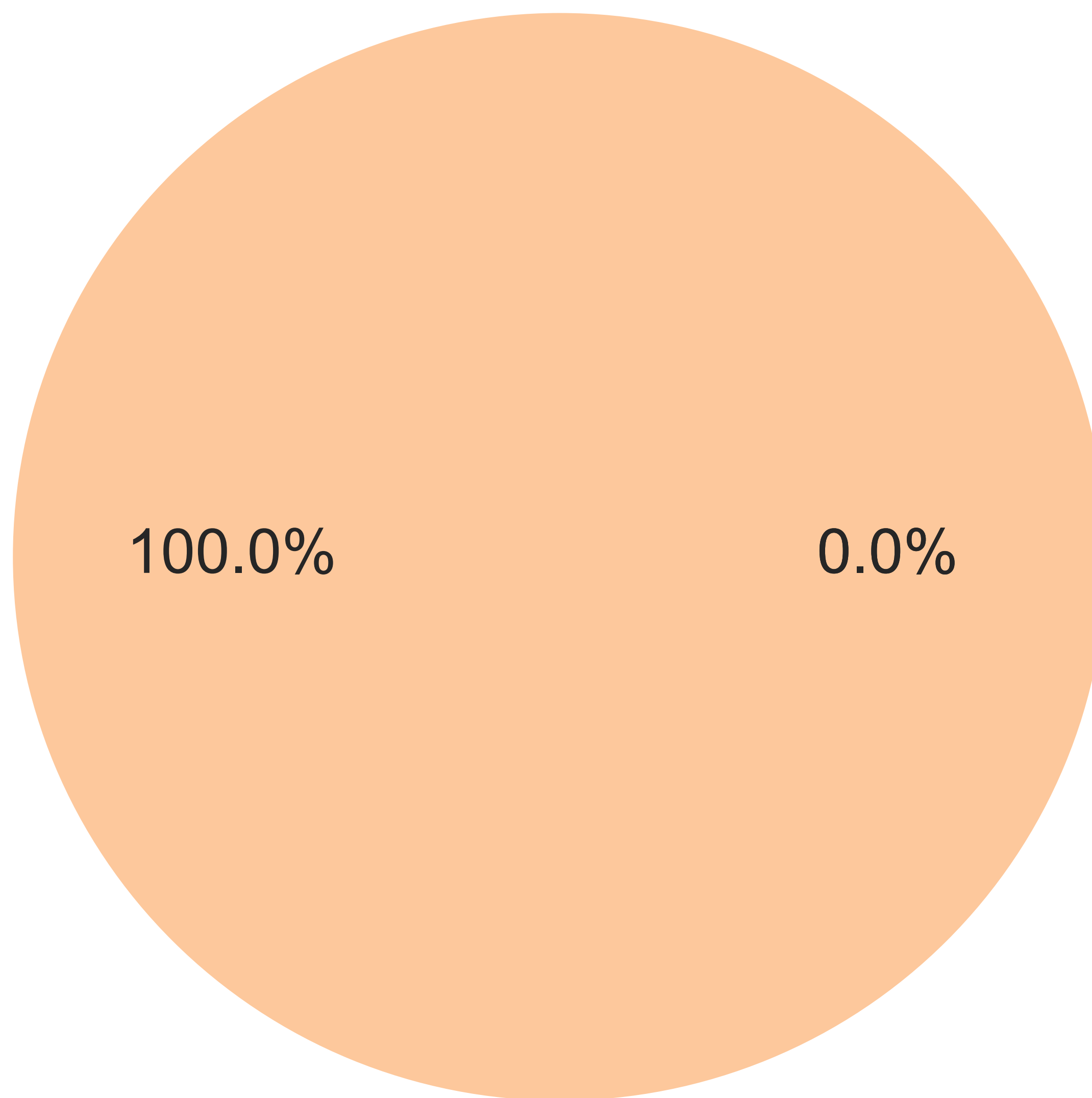


In-frame mutation
(315 reads)



Framing shift mutation
(0 reads)

