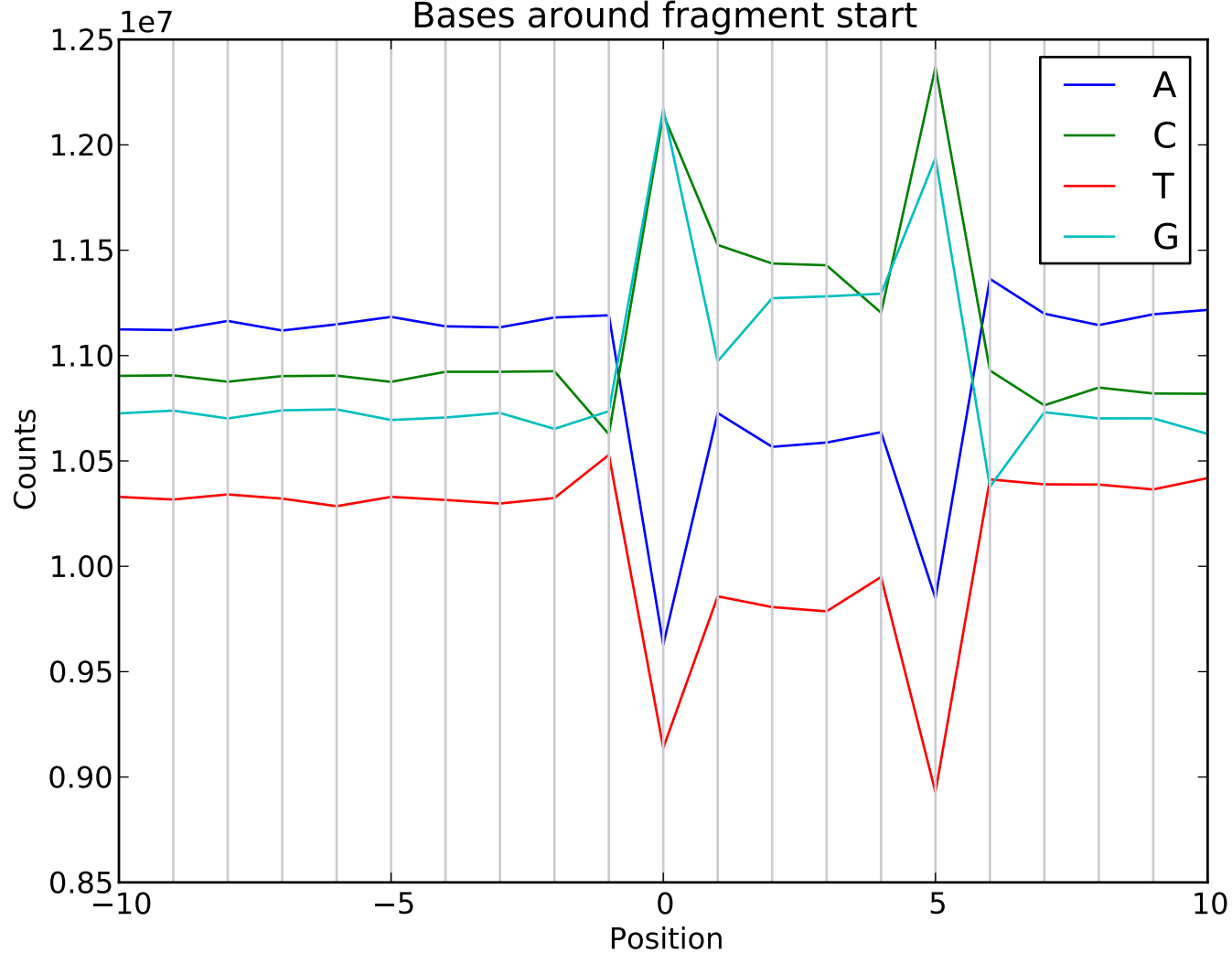
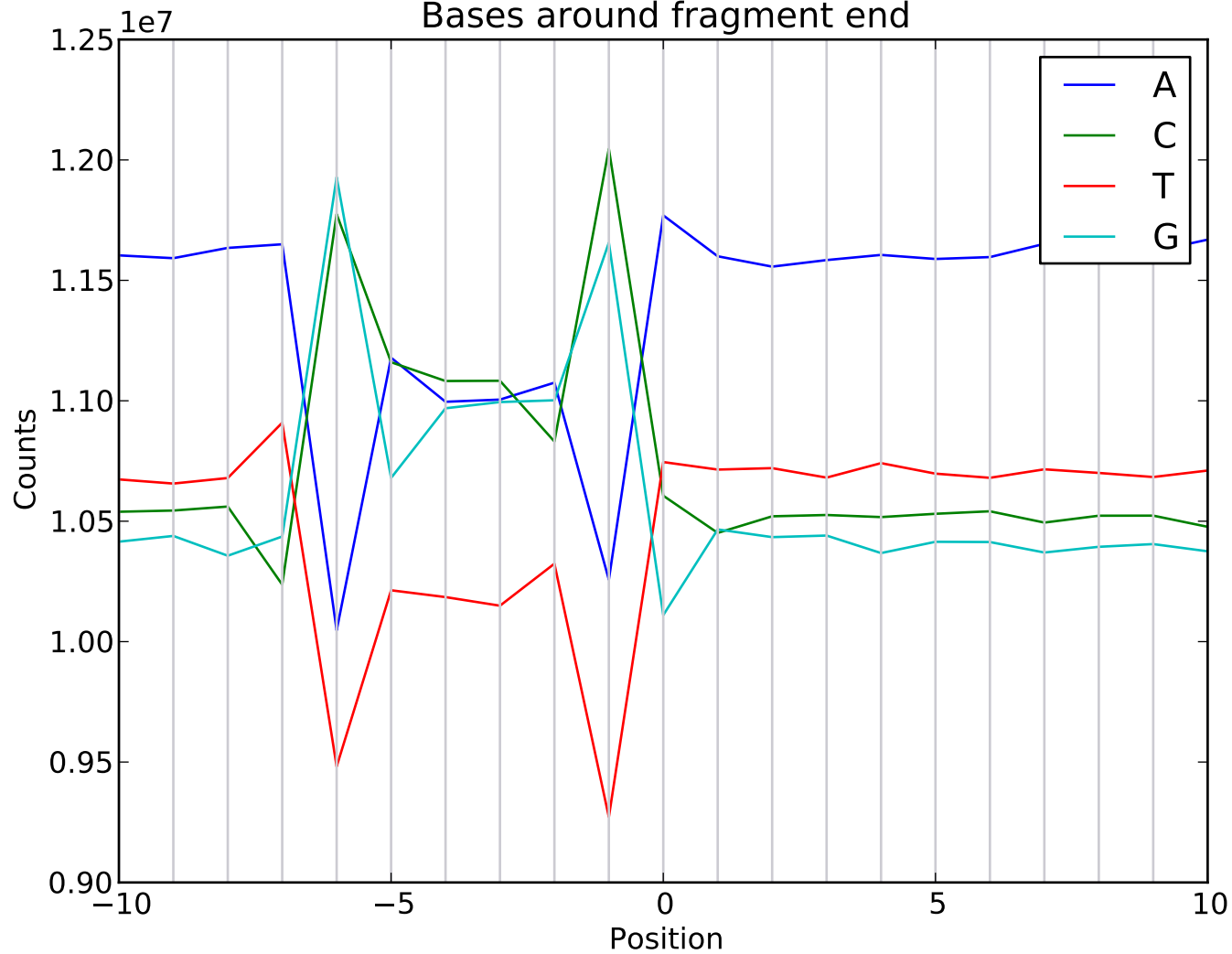


Bases around fragment start



Bases around fragment end



Fragment GC content

