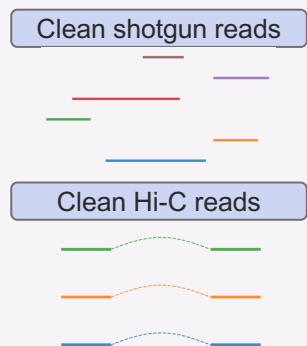
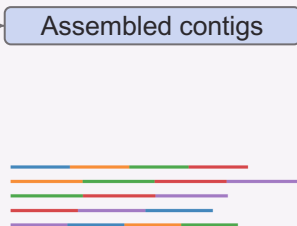


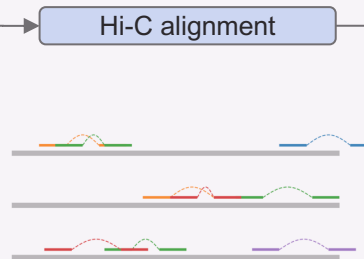
1. Preprocessing



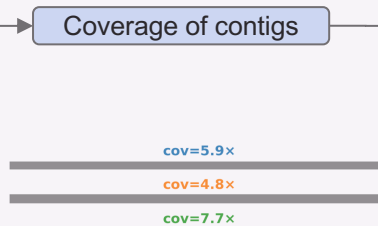
2. Assembly



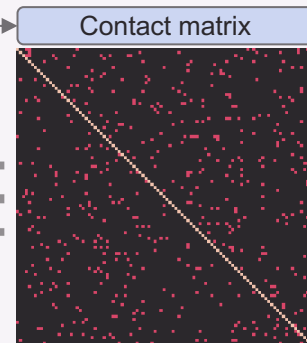
3. Alignment



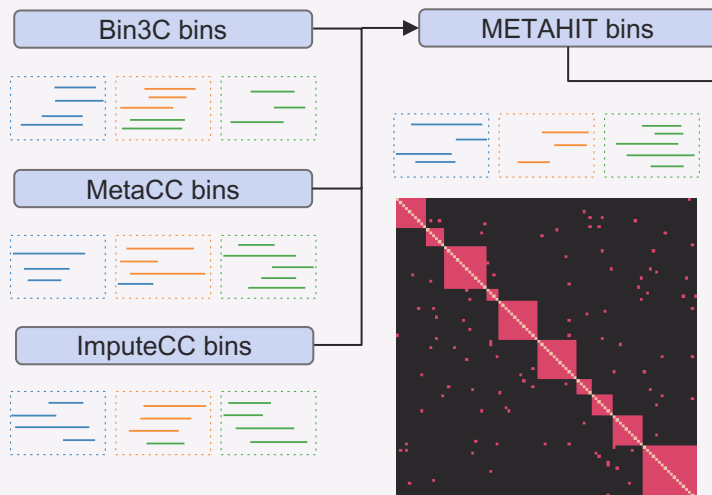
4. Coverage



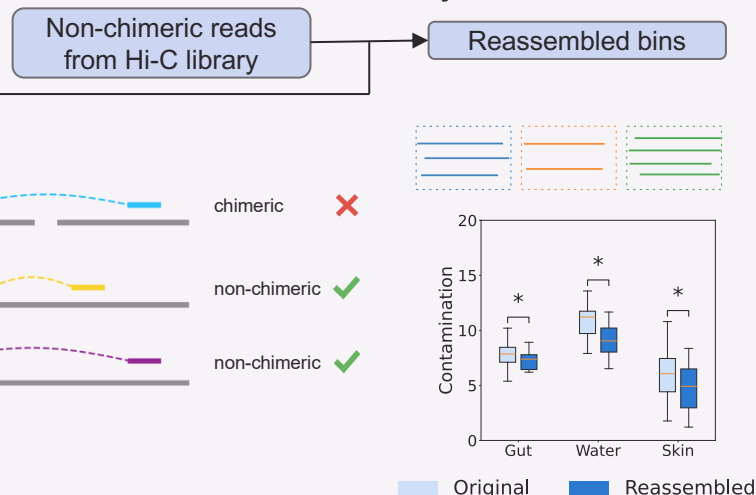
5. Contact



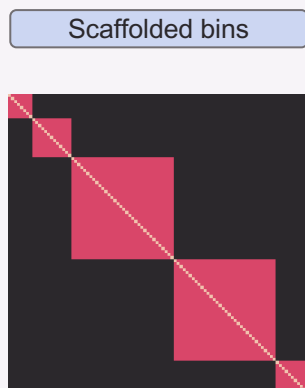
6. Binning



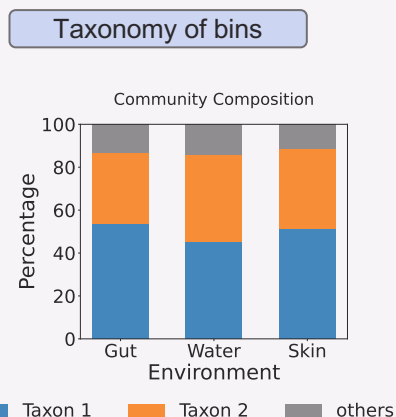
7. Reassembly



8. Scaffolding



9. Annotation



10. MGE

