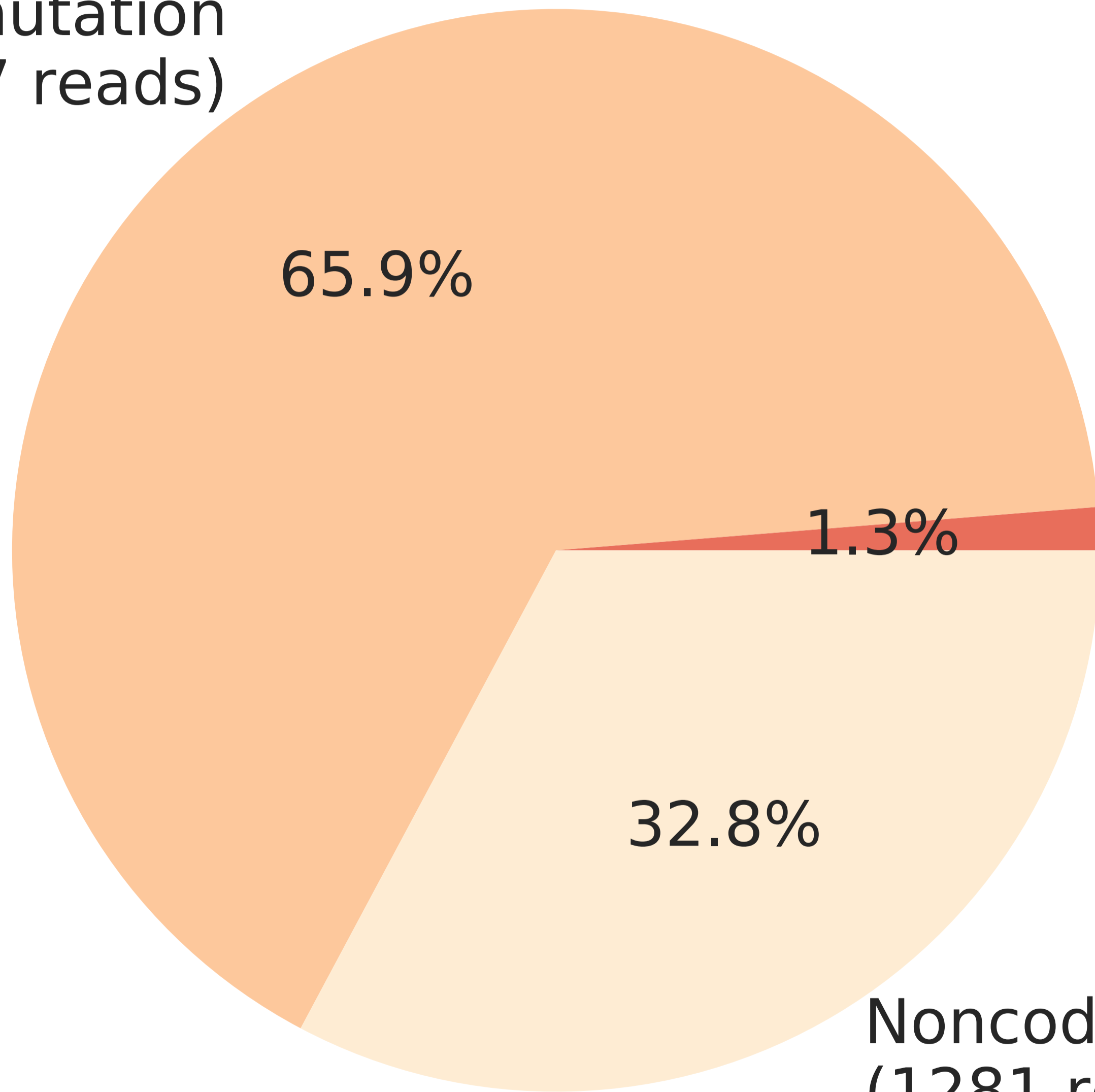


In-frame mutation
(2577 reads)



Frameshift mutation
(50 reads)

Noncoding mutation
(1281 reads)