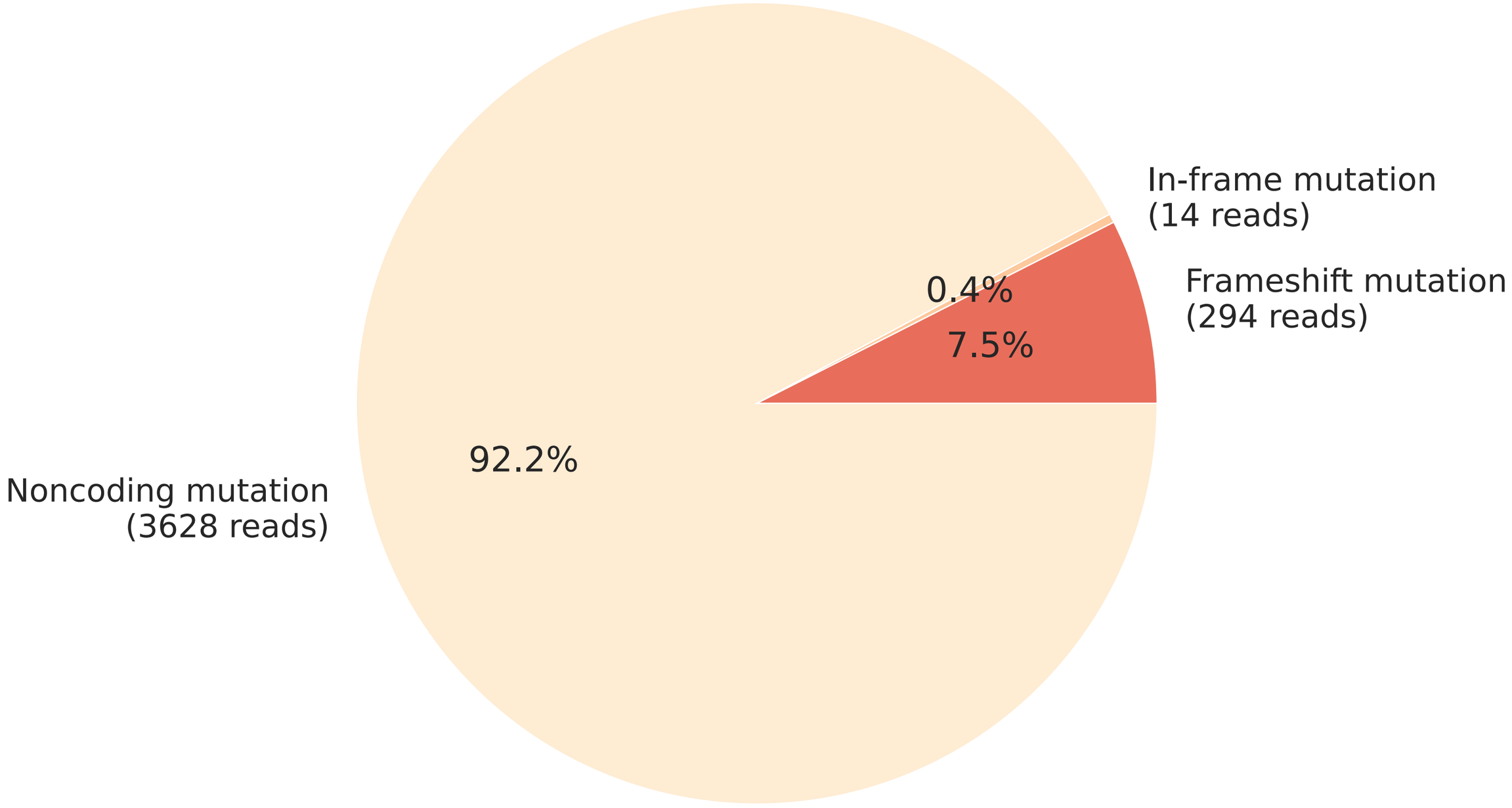
In-frame mutation
(14 reads)
0.4%
Frameshift mutation
(294 reads)
7.5%
92.2%
Noncoding mutation
(3628 reads)