

# Mutations

What:

Where:

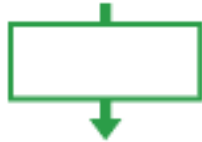
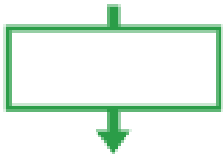
Can happen:

## Point Mutations



Glue Mutations Header Here

## Frameshift Mutations



## Consequences of Mutations