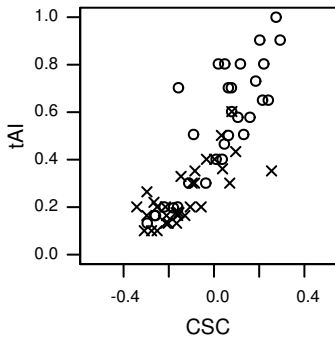
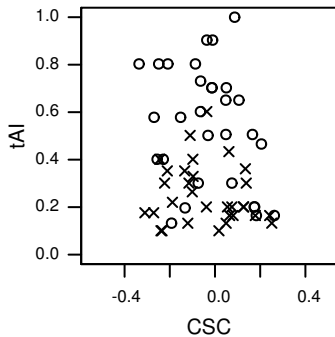


A

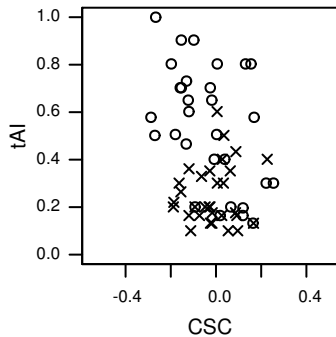
In frame

**B**

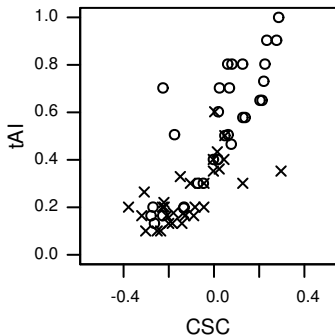
+1 frame shift

**C**

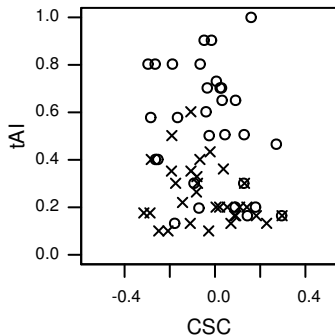
+2 frame shift

**D**

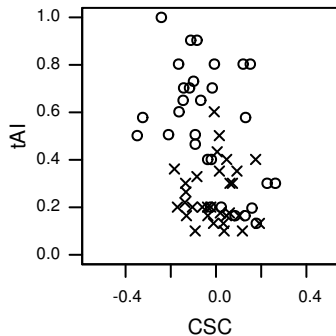
In frame

**E**

+1 frame shift

**F**

+2 frame shift



○ Optimal codons
× Non-optimal codons