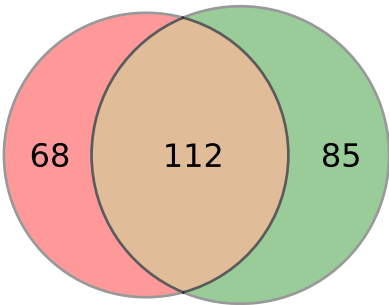


# BCR All Edges Overlap



NetPath

KEGG