

Gene Coverage Stats Data Model Schema

fileId <i>String</i>	File ID.										
sampleId <i>String</i>	Sample ID.										
gene <i>String</i>	Gene name.										
stats <i>List<TranscriptCoverageStats></i>	id <i>String</i>	Transcript ID.									
	name <i>String</i>	Transcript name.									
	biotype <i>String</i>	Transcript biotype.									
	chromosome <i>String</i>	Chromosome where the transcript is located.									
	start <i>int</i>	Position where the transcript starts.									
	end <i>int</i>	Position where the transcript ends.									
	length <i>int</i>	The transcript length as the sum of the lengths of its exons.									
	depths <i>Double[10]</i>	% coverage for 1x, 5x, 10x, 15x, 20x, 25x, 30x, 40x, 50x, 60x, 75x and 100x									
	lowCoverageThreshold <i>int</i>	Regions under this coverage depth threshold will be reported in the list lowCoverageRegions. Default value: 30.									
	lowCoverageRegionStats <i>List<LowCoverageRegionStats></i>	Statistics for regions whose coverage depth is under the value <i>lowCoverageThreshold</i> . <table><tr><td>chromosome <i>String</i></td><td>Chromosome.</td></tr><tr><td>start <i>int</i></td><td>Region start position.</td></tr><tr><td>end <i>int</i></td><td>Region end position</td></tr><tr><td>depthAvg <i>double</i></td><td>Average depth.</td></tr><tr><td>depthMin <i>int</i></td><td>Minimum depth.</td></tr></table>	chromosome <i>String</i>	Chromosome.	start <i>int</i>	Region start position.	end <i>int</i>	Region end position	depthAvg <i>double</i>	Average depth.	depthMin <i>int</i>
chromosome <i>String</i>	Chromosome.										
start <i>int</i>	Region start position.										
end <i>int</i>	Region end position										
depthAvg <i>double</i>	Average depth.										
depthMin <i>int</i>	Minimum depth.										

exonStats

List<ExonCoverageStats>

Statistics for each exon in the transcript.

id <i>String</i>	Exon ID.
chromosome <i>String</i>	Chromosome.
start <i>int</i>	Region start position.
end <i>int</i>	Region end position
depthAvg <i>double</i>	Average depth.
depthMin <i>int</i>	Minimum depth.
depthMax <i>int</i>	Maximum depth.