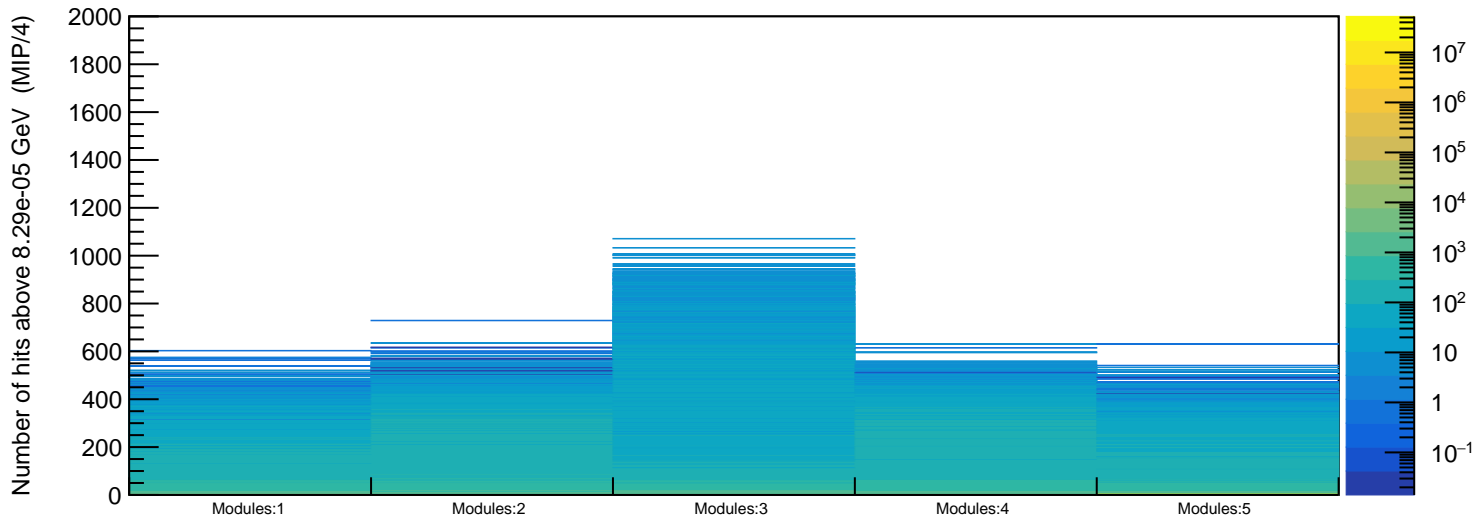


# ScECALBarrel all\_#Nhits Layers 10:19

Number of Events per second



<b>Mean: 3.06e+00 #hits</b>	<b>Mean: 1.11e+00 #hits</b>	<b>Mean: 5.12e+00 #hits</b>	<b>Mean: 3.10e+00 #hits</b>	<b>Mean: 7.06e+00 #hits</b>
<b>Std Dev: 3.50e+00 #hits</b>	<b>Std Dev: 5.13e+00 #hits</b>	<b>Std Dev: 7.51e+00 #hits</b>	<b>Std Dev: 5.12e+00 #hits</b>	<b>Std Dev: 3.37e+00 #hits</b>
<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>	<b>events/second: 5.27e+07</b>