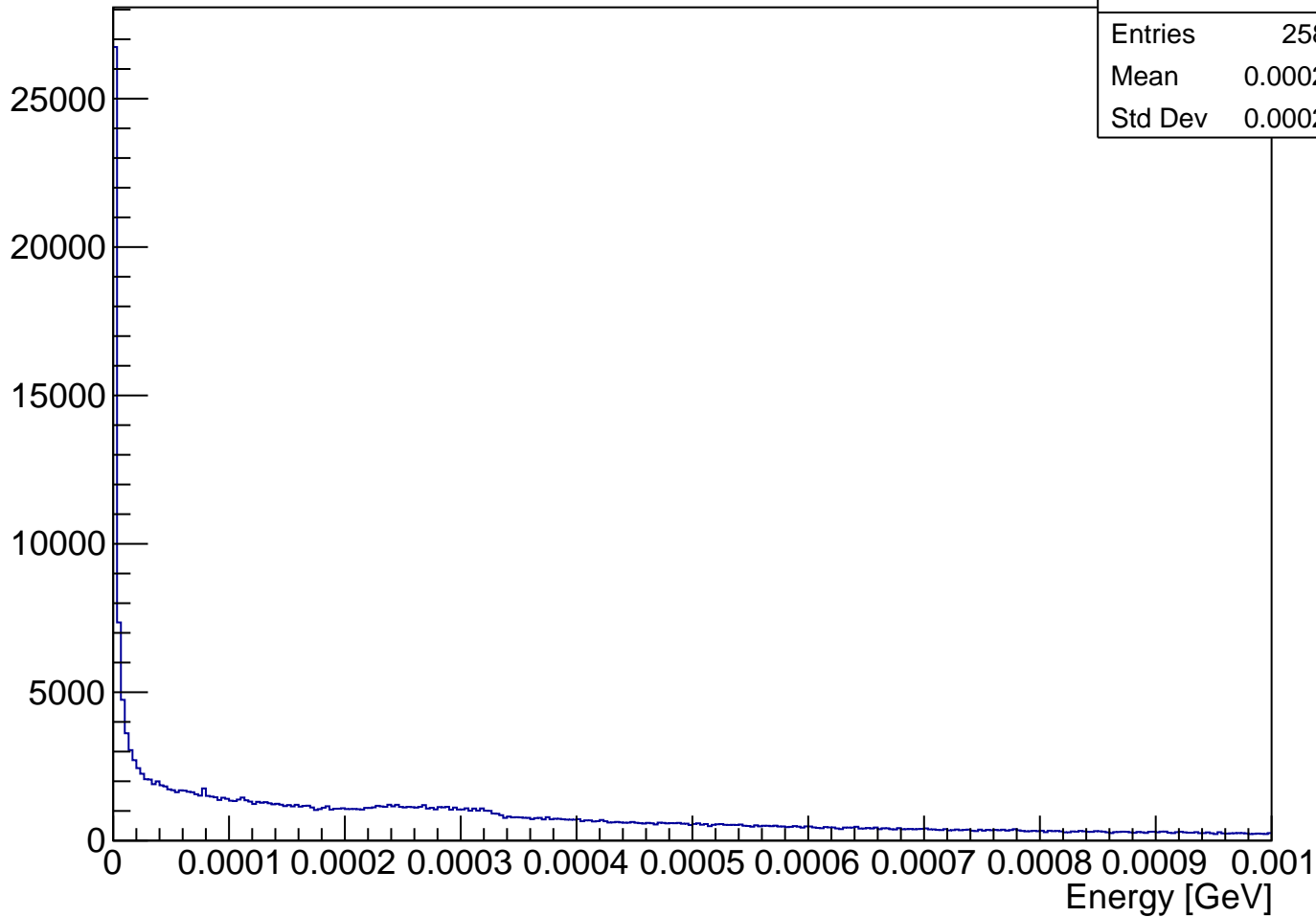


# ScECALBarrel\_M2\_L0:9

Number of Hits



Energy [GeV]