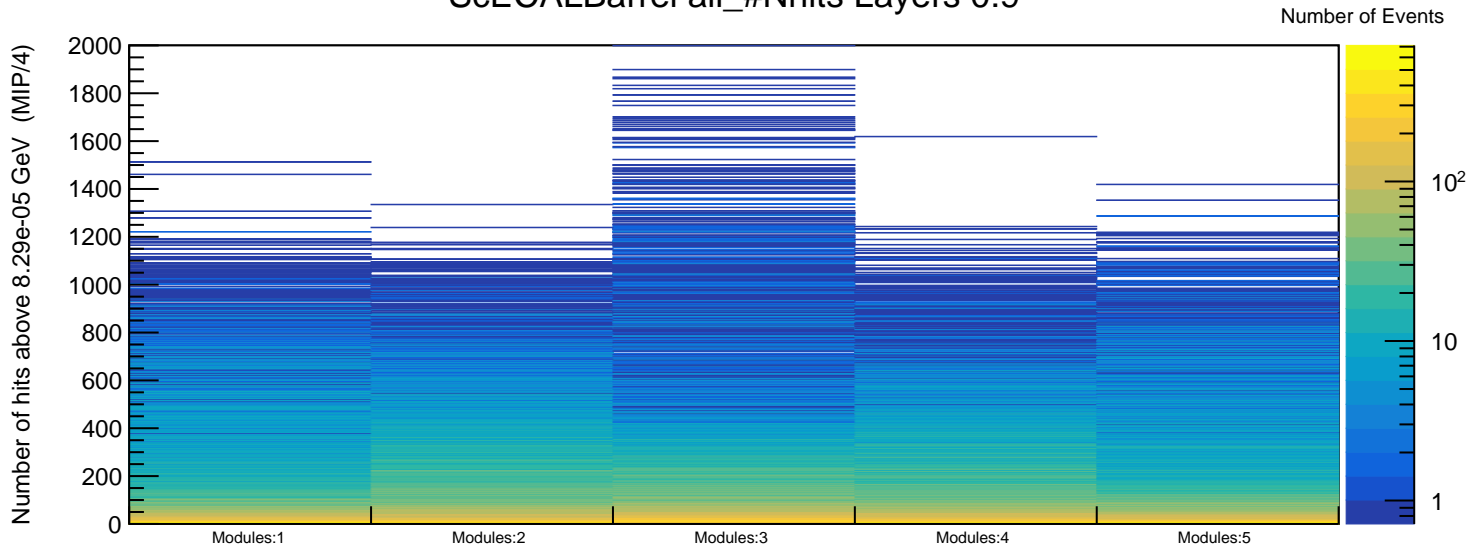


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 1.28e+02 #hits	Mean: 1.50e+02 #hits	Mean: 1.54e+02 #hits	Mean: 1.43e+02 #hits	Mean: 1.29e+02 #hits
Std Dev: 2.02e+02 #hits	Std Dev: 1.93e+02 #hits	Std Dev: 2.33e+02 #hits	Std Dev: 1.88e+02 #hits	Std Dev: 2.08e+02 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04