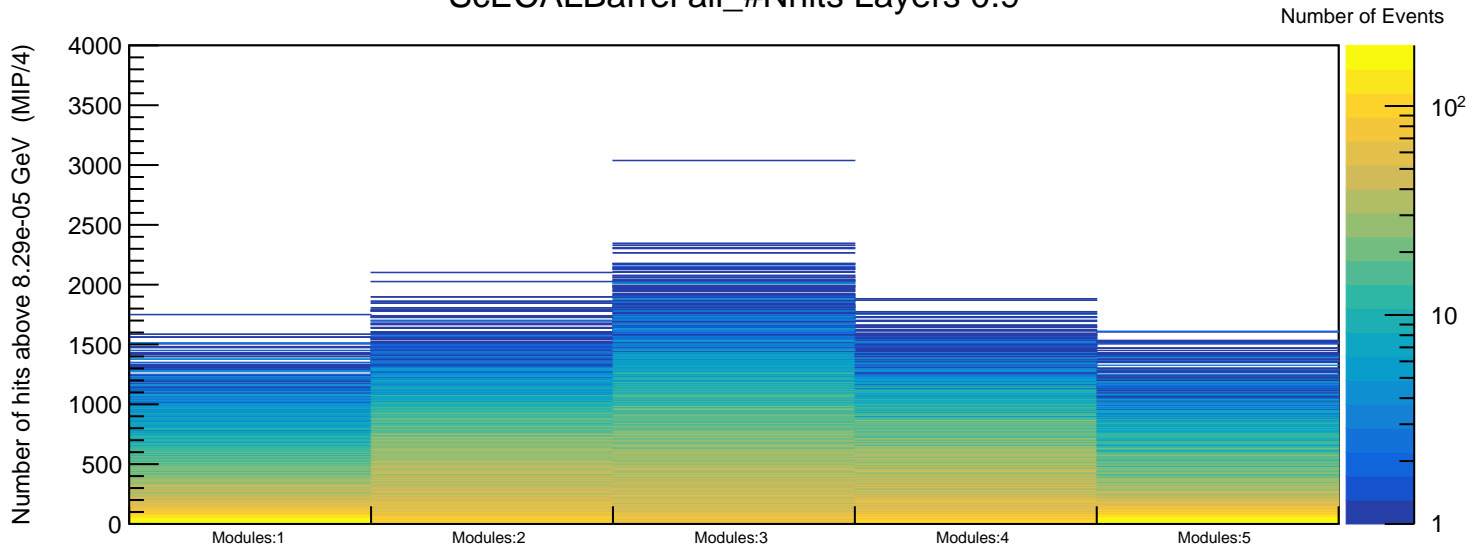


# ScECALBarrel all\_#Nhits Layers 0:9



Mean: 2.28e+02 #hits	Mean: 3.93e+02 #hits	Mean: 5.01e+02 #hits	Mean: 3.90e+02 #hits	Mean: 2.28e+02 #hits
Std Dev: 2.65e+02 #hits	Std Dev: 3.33e+02 #hits	Std Dev: 4.14e+02 #hits	Std Dev: 3.32e+02 #hits	Std Dev: 2.67e+02 #hits
events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04	events: 1.00e+04