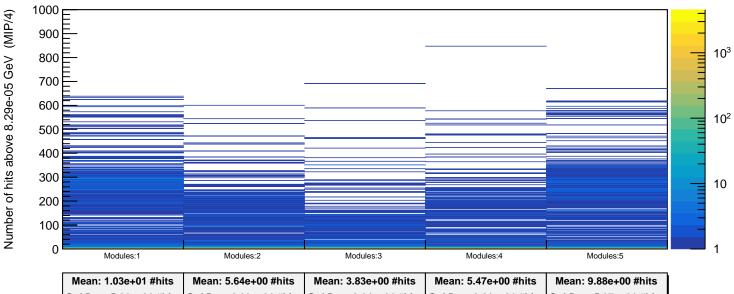
## ScECALBarrel all\_#Nhits Layers 0:9





 Mean: 1.03e+01 #hits
 Mean: 5.64e+00 #hits
 Mean: 3.83e+00 #hits
 Mean: 5.47e+00 #hits
 Mean: 9.88e+00 #hits

 Std Dev: 5.21e+01 #hits
 Std Dev: 2.93e+01 #hits
 Std Dev: 2.14e+01 #hits
 Std Dev: 3.01e+01 #hits
 Std Dev: 5.07e+01 #hits

 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04
 events: 1.00e+04