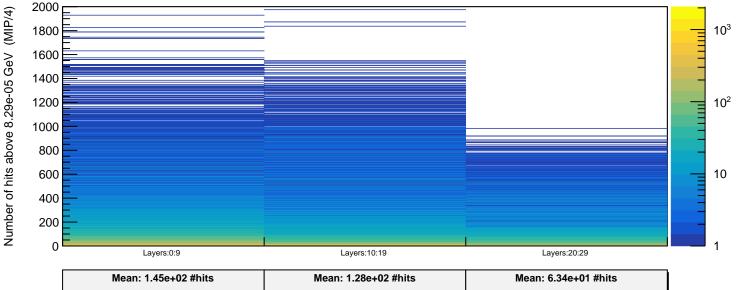
## ScECALBarrel all\_#Nhits Modules 2





Std Dev: 2.32e+02 #hits events: 1.00e+04 Std Dev: 2.42e+02 #hits events: 1.00e+04

Std Dev: 1.34e+02 #hits events: 1.00e+04