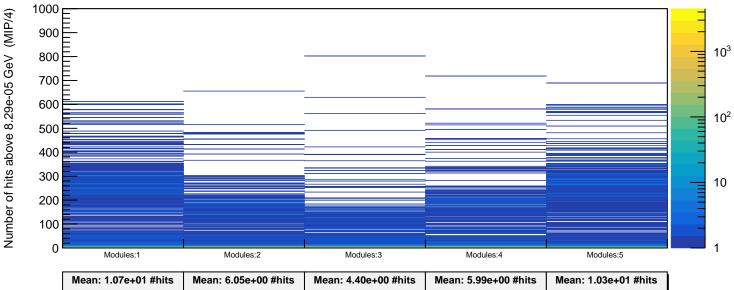
## ScECALBarrel all\_#Nhits Layers 0:9





 Mean: 1.07e+01 #hits
 Mean: 6.05e+00 #hits
 Mean: 4.40e+00 #hits
 Mean: 5.99e+00 #hits
 Mean: 1.03e+01 #hits

 Std Dev: 5.16e+01 #hits
 Std Dev: 2.89e+01 #hits
 Std Dev: 2.21e+01 #hits
 Std Dev: 2.98e+01 #hits
 Std Dev: 4.97e+01 #hits

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