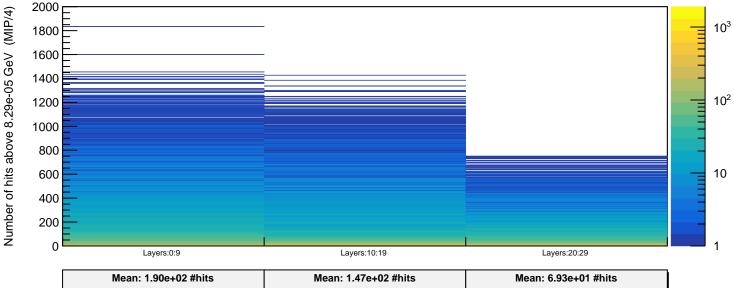
## ScECALBarrel all\_#Nhits Modules 1

Number of Events



Std Dev: 2.45e+02 #hits events: 1.00e+04 Std Dev: 2.19e+02 #hits events: 1.00e+04

Std Dev: 1.16e+02 #hits events: 1.00e+04