ScECALBarrel all_#Nhits Layers 0:9

Number of Events

Number of hits above 1.66e-04 GeV (MIP/2)
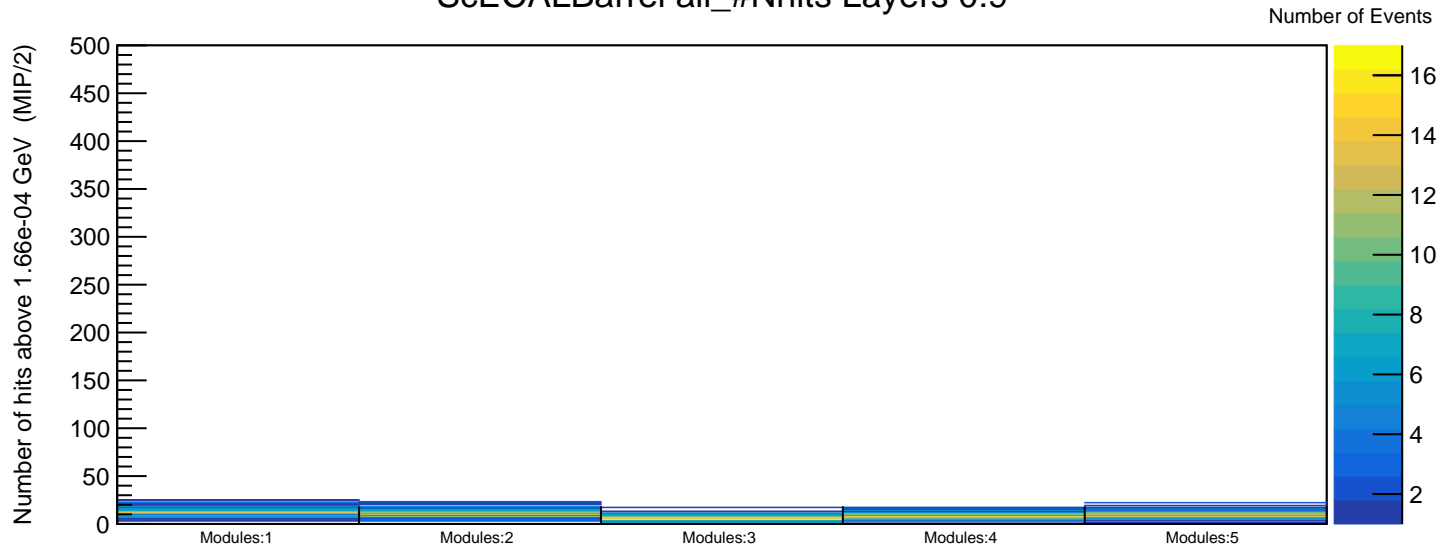
Mean: 1.28e+01 #hits	Mean: 1.16e+01 #hits	Mean: 6.20e+00 #hits	Mean: 8.47e+00 #hits	Mean: 1.00e+01 #hits
Std Dev: 4.37e+00 #hits	Std Dev: 4.29e+00 #hits	Std Dev: 2.87e+00 #hits	Std Dev: 3.41e+00 #hits	Std Dev: 3.75e+00 #hits
events: 1.00e+02	events: 1.00e+02	events: 1.00e+02	events: 1.00e+02	events: 1.00e+02