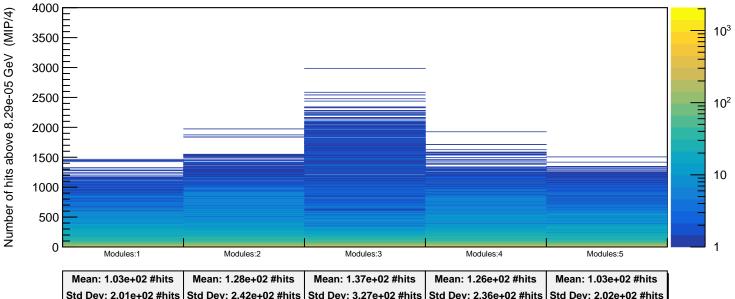
## ScECALBarrel all\_#Nhits Layers 10:19





events: 1.00e+04

events: 1.00e+04

events: 1.00e+04

events: 1.00e+04

events: 1.00e+04