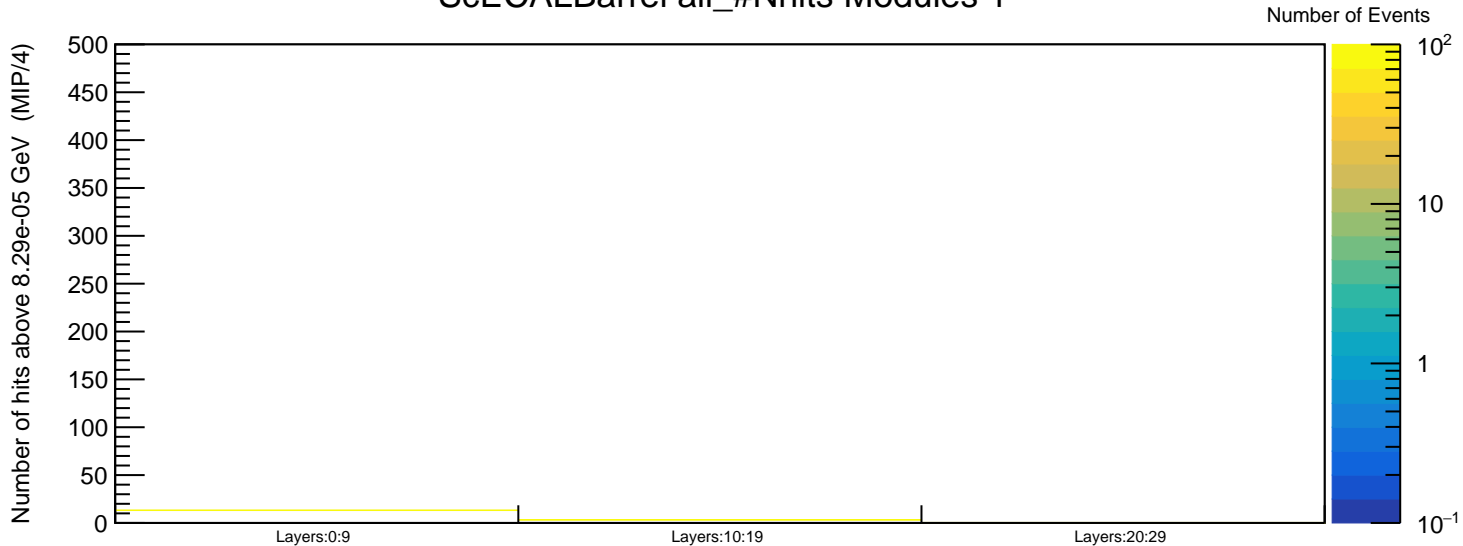


# ScECALBarrel all\_#Nhits Modules 1



**Mean: 1.32e+01 #hits**  
**Std Dev: 0.00e+00 #hits**  
**events: 1.00e+02**

**Mean: 3.25e+00 #hits**  
**Std Dev: 0.00e+00 #hits**  
**events: 1.00e+02**

**Mean: 2.50e-01 #hits**  
**Std Dev: 0.00e+00 #hits**  
**events: 1.00e+02**