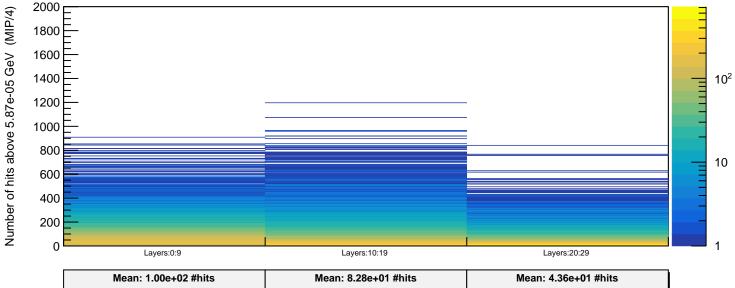
## ScECalEndcap all\_#Nhits Towers 0

Number of Events



Std Dev: 1.00e+02 #hits events: 1.00e+04 Std Dev: 1.14e+02 #hits events: 1.00e+04

Std Dev: 6.65e+01 #hits events: 1.00e+04