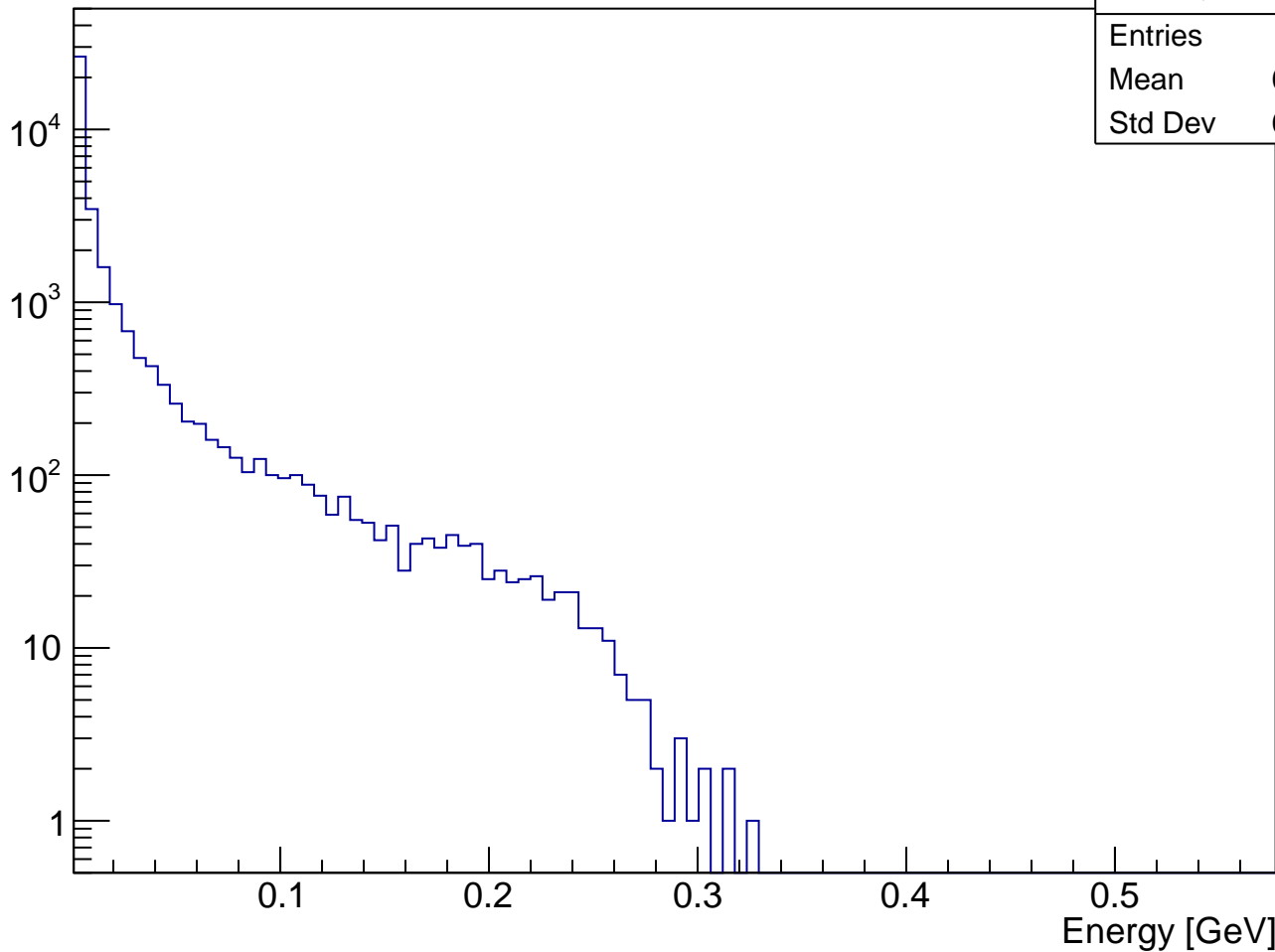


# ScECalEndcap\_T6:8\_L0:9

Number of hits



Energy [GeV]