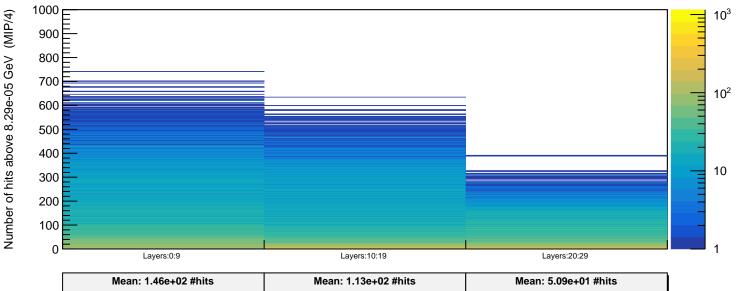
## ScECALBarrel all\_#Nhits Modules 2

Number of Events

Std Dev: 6.25e+01 #hits

events: 1.00e+04



Std Dev: 1.24e+02 #hits

events: 1.00e+04

Std Dev: 1.36e+02 #hits

events: 1.00e+04