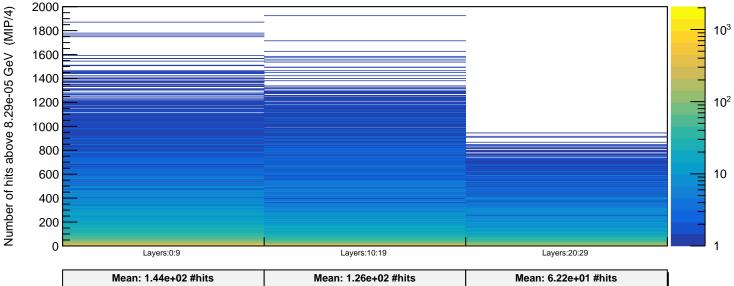
## ScECALBarrel all\_#Nhits Modules 4

Number of Events



Std Dev: 2.27e+02 #hits events: 1.00e+04 Std Dev: 2.36e+02 #hits events: 1.00e+04

Std Dev: 1.30e+02 #hits events: 1.00e+04