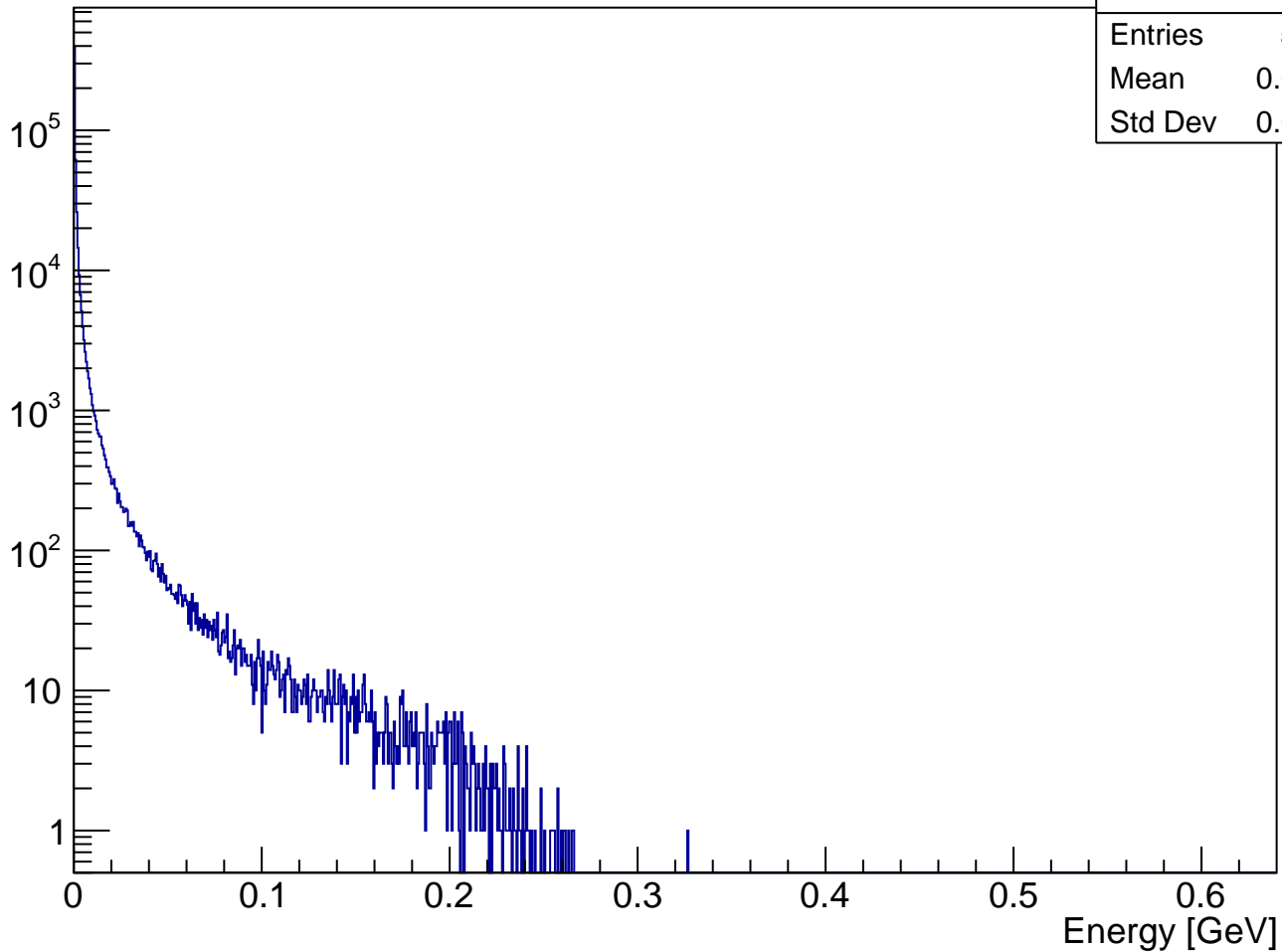


# ScECalEndcap\_T3:5\_L10:19

Number of hits



Energy [GeV]