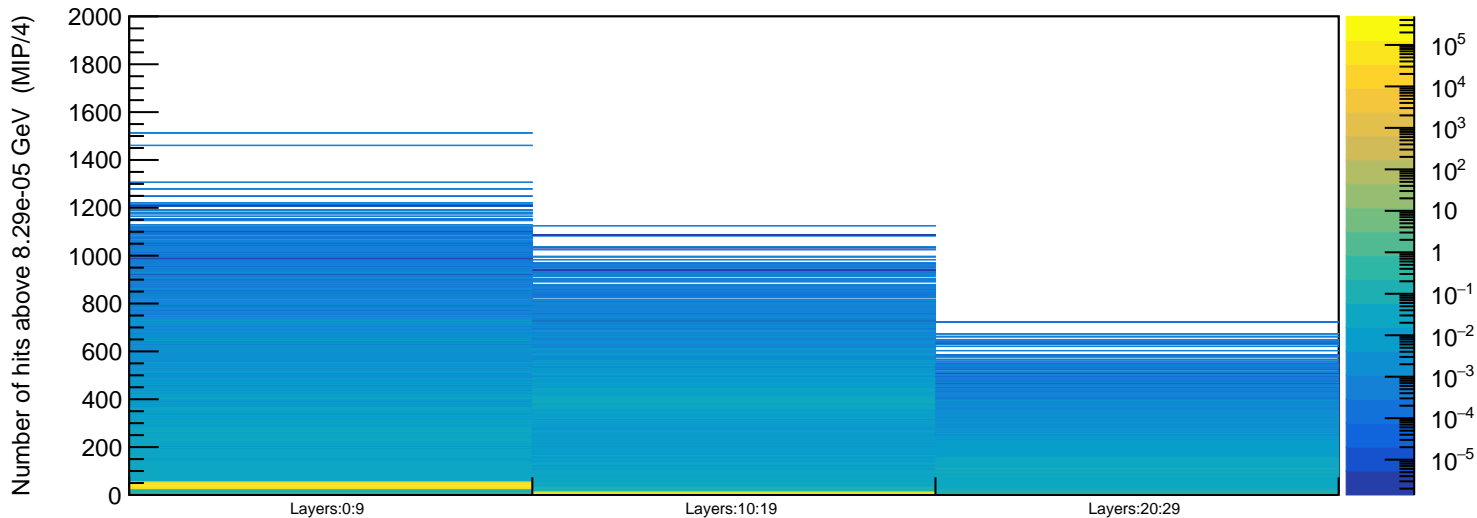


# ScECALBarrel all\_#Nhits Modules 1

Number of Events per second



**Mean: 4.11e+01 #hits**  
**Std Dev: 7.28e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 6.68e+00 #hits**  
**Std Dev: 3.22e+00 #hits**  
**events/second: 8.55e+05**

**Mean: 1.20e+00 #hits**  
**Std Dev: 1.07e+00 #hits**  
**events/second: 8.55e+05**