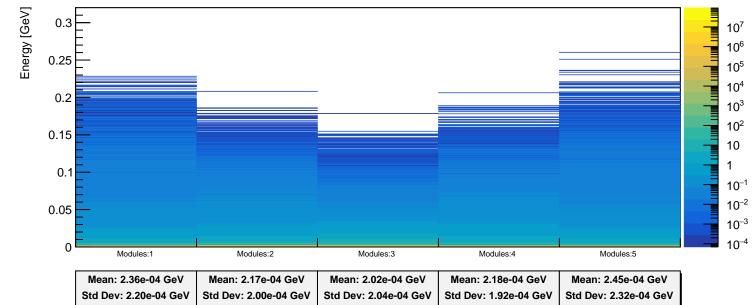
## ScECALBarrel all\_scale\_energy Layers 0:9

Number of hits per second



hits/second: 7.90e+07

hits/second: 8.95e+07

hits/second: 8.34e+07

hits/second: 1.08e+08

hits/second: 1.06e+08