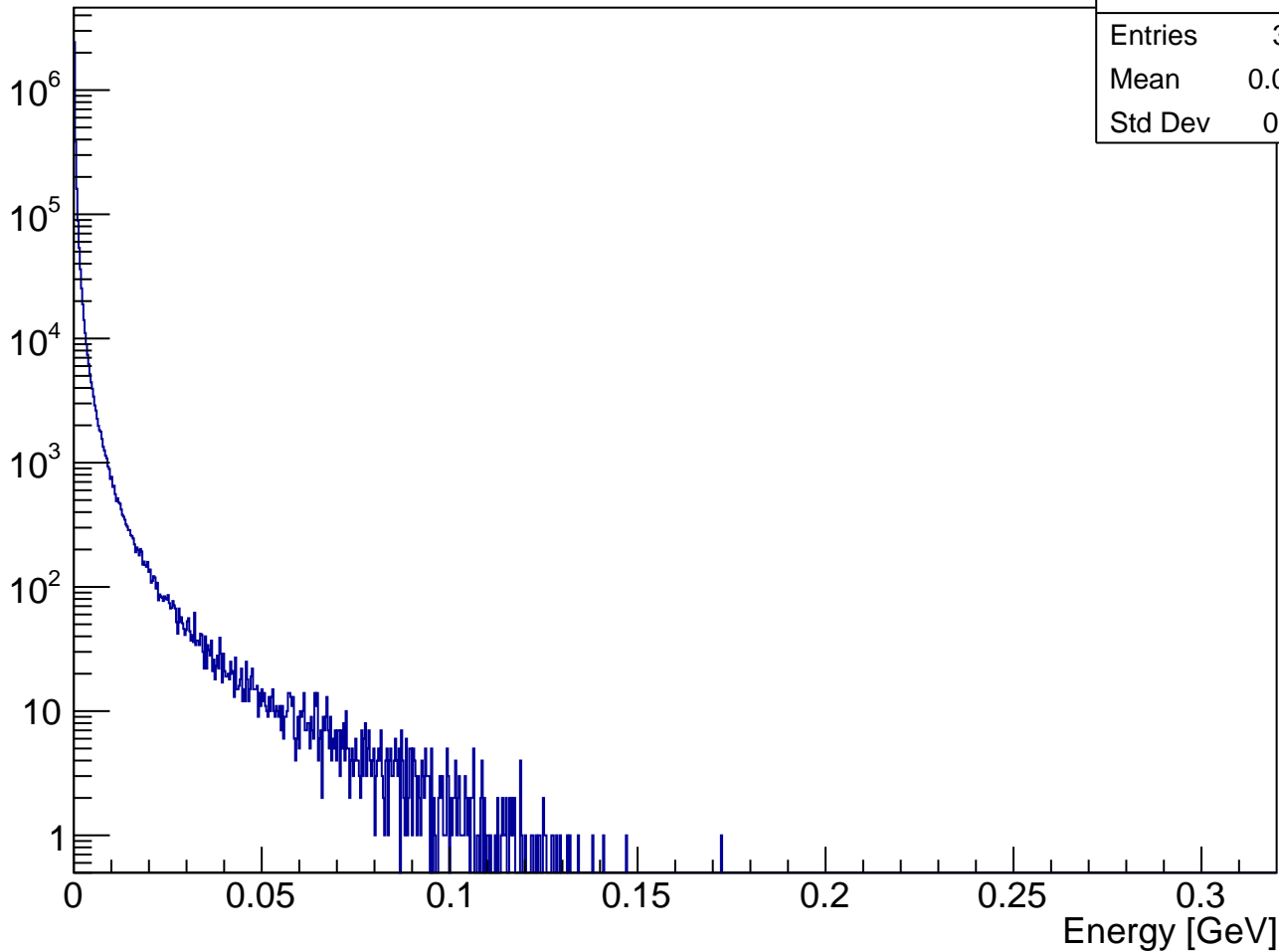


# ScECalEndcap\_T1:2\_L10:19

Number of hits



Energy [GeV]