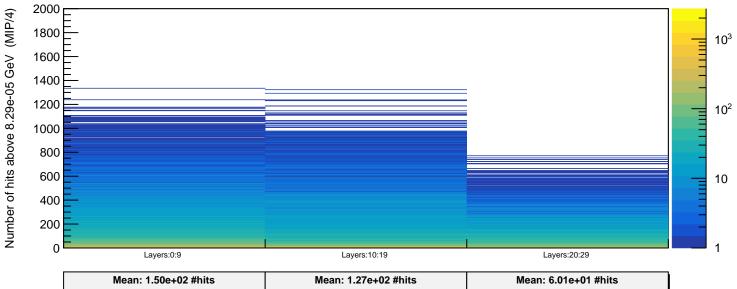
## ScECALBarrel all\_#Nhits Modules 2

Number of Events

Std Dev: 1.01e+02 #hits

events: 1.00e+04



Std Dev: 1.94e+02 #hits

events: 1.00e+04

Std Dev: 1.93e+02 #hits

events: 1.00e+04