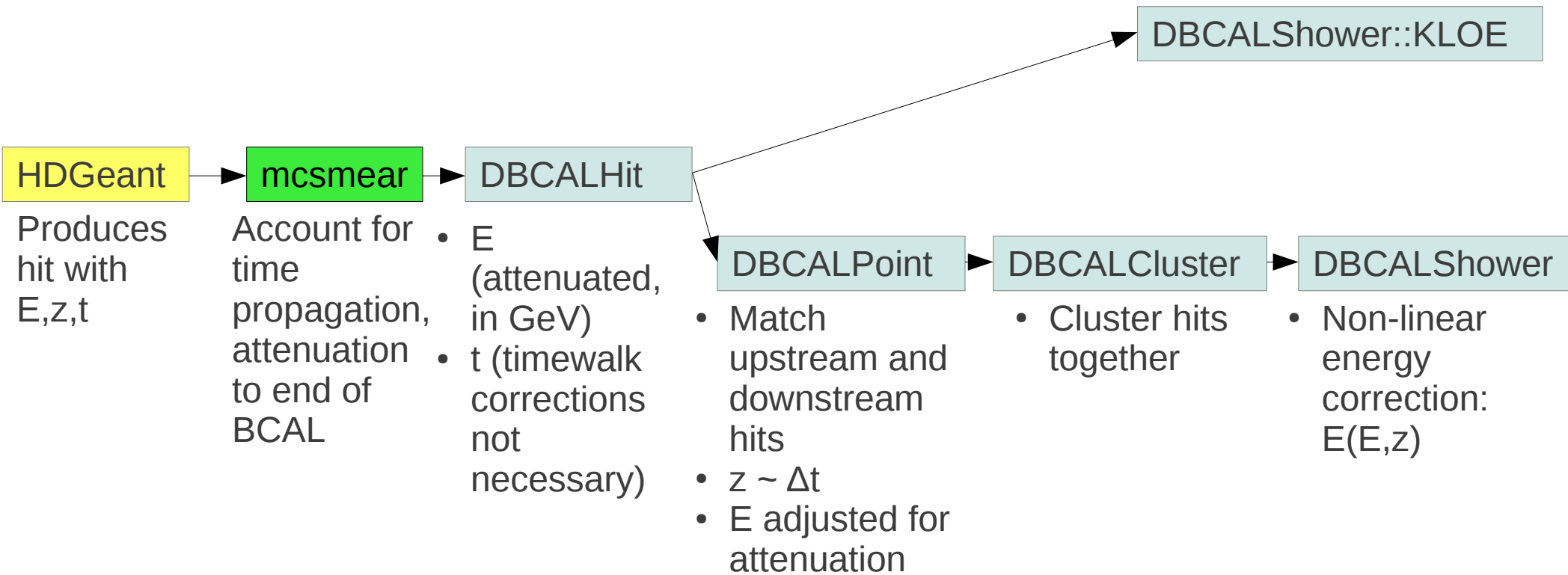


Old BCAL Code (simulation and reconstruction)



New BCAL Code (simulation and reconstruction)

