In [1]:
```
%jsroot on
```

In [2]:
```
TH1F * h1 = new TH1F("bkg", "bkg", 100, 0, 100);
```
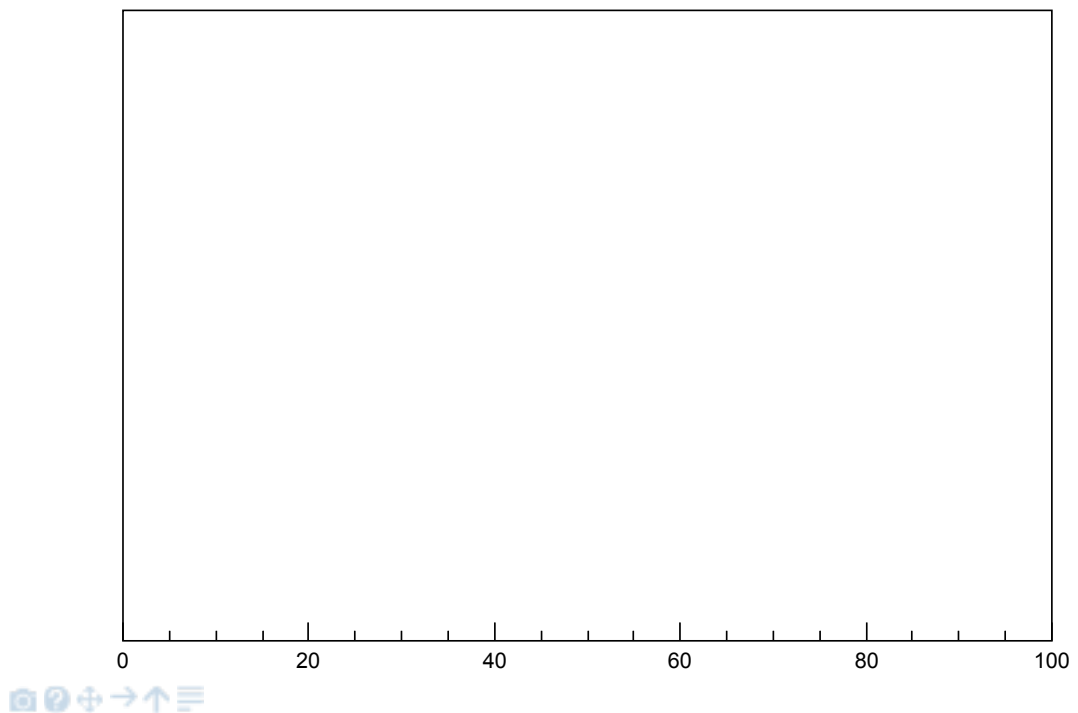
In [3]:
```
for(int i = 0; i < 1000; i++){
    h1->Fill(gRandom->Rndm()*100);
}
```

In [5]:
```
TH1F * h2 = new TH1F("sig", "sig", 100, 0, 100);
for(int i = 0; i < 1000; i++){
    h2->Fill(gRandom->Gaus(60, 5));
}
```
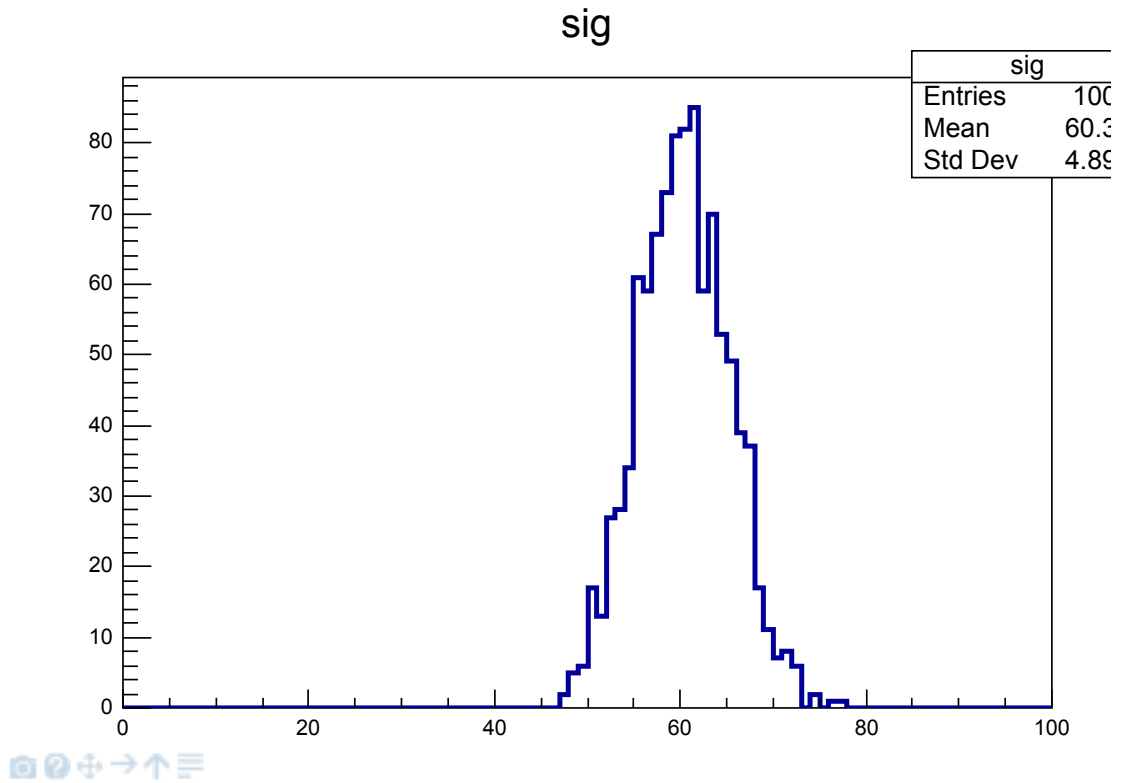
In [6]:
```
THStack hs("hs","");
hs.Add(h1);
hs.Add(h2);
hs.Draw();
```

```
Info in <TCanvas::MakeDefCanvas>:  created default TCanvas with name c1
```

In [8]:
```
c1->Draw();
```
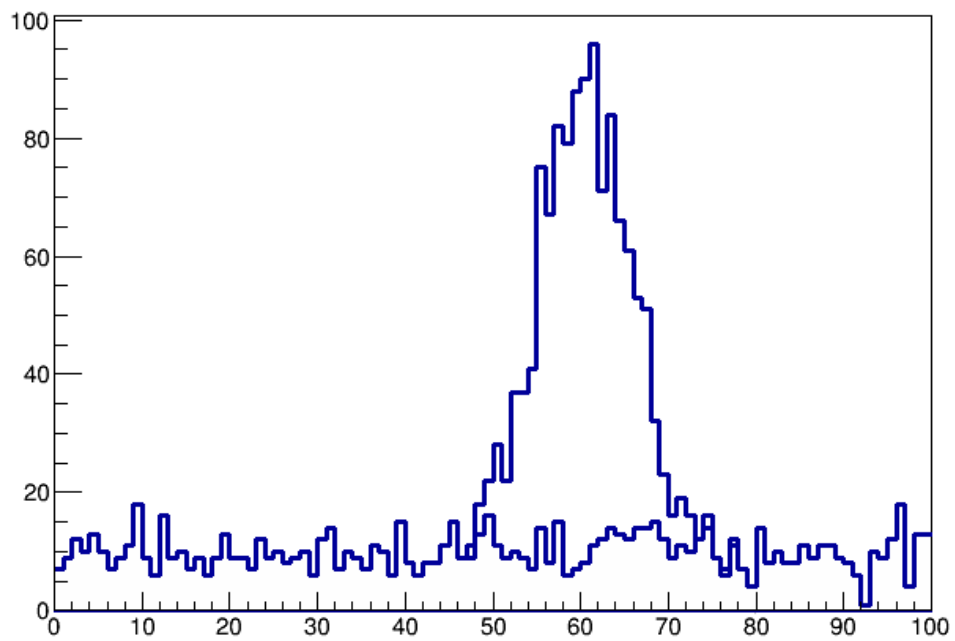
```
In [9]: TCanvas c2("c2", "c2",1);
        h2->Draw();
        c2.Draw();
```



```
In [10]: %jsroot off
```

```
In [11]: hs.Draw();
```

```
In [12]: c2.Draw();
```



```
In [ ]:
```