source code:
byte = self.round_keys[i - 4][j] ^ Sbox[self.round_keys[i - 1][(j + 1) % 4]]
self.round_keys[i].append(byte) self.round_keys Read byte Read self.round_keys[i - 4] Read Sbox self.round_keys[i].append(byte) Read Sbox[self.round_keys[i - 1][(j + 1) % 4]] Read self.round_keys[i - 4][j] Read byte Write