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