

accountNumber, accountBalance and rewardAmount variable should be private. Otherwise, the variable can be changed outside the method.

Therefore,

```
public String accountNumber;  
public int accountBalance;  
public int rewardAmount = 50;
```

should be changed as

```
private String accountNumber;  
private int accountBalance;  
private int rewardAmount = 50;
```

accountNumber and rewardAmount should be defined as constant and capitalize it to show it defines as constant clearly. Defining as constant can prevent further modification of the value which is no suppose to be changed.

Therefore,

```
private String accountNumber;  
private int accountBalance = 50;
```

should be changed as

```
private final String ACCOUNTNUMBER;  
private final int REWARDAMOUNT = 50;
```

addReward() should be private also as it should be increased only when money is deposited into account. This is only used within the class.

Therefore,

```
public void addReward() {  
    accountBalance += rewardAmount;  
}
```

should be changed as

```
private void addReward() {  
    accountBalance += REWARDAMOUNT;  
}
```