Problems with DodgyBankAccount
— The state(attributes) of the class is public.
— The method addReward() is public.

They need to be private to prevent misuse and provide encapsulation i.e. data hiding.

Also attributes accountNumber and rewardAmount can be made final as they do not change once the object is created.

SecureBankAccount
— this class is well encapsulated.
— the data members are private, so outside access is not allowed

— the addReward() method is private. Allowing access only inside the class. This prevents any misuse
— the attributes accountNumber and reward are final. They cannot be changed after initialized.

Re feedback point 1.
-- output of main()
-- shows the DodgyBankAccount can be manipulated from outside and is not well protected from malicious activities like increasing account balance via rewards without actually depositing. And also set the account balance from outside.

--whereas the SecureBankAccount is well protected and does not allow access to set the balance or manipulate via addReward method.

Feedback point 2.
--displayAccountBalance() is clearer than getAccountBalance() in DodgyBankAccount.

Cannot think of anything else.