```cpp
#include <iostream>
#include <string>

using namespace std;

class InventoryItem {
public:
    int itemID;
    string itemName;
    int quantity;
    int warrantyPeriod;

    InventoryItem() {}
    InventoryItem(int id, string name, int qty, int warranty)
        : itemID(id), itemName(name), quantity(qty), warrantyPeriod(warranty) {}

    void display() {
        cout << "Item ID: " << itemID << ", Name: " << itemName
            << ", Quantity: " << quantity << ", Warranty: " << warrantyPeriod << " years" << endl;
    }
};

class Inventory {
private:
    InventoryItem items[10];
```

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    int itemCount;
public:
    Inventory() : itemCount(0) {}

    void addItem(int id, string name, int qty, int warranty) {
        if (itemCount >= 10) {
            cout << "Inventory full!" << endl;
            return;
        }
        items[itemCount++] = InventoryItem(id, name, qty, warranty);
    }

    void displayInventory() {
        cout << "\nCurrent Inventory:" << endl;
        for (int i = 0; i < itemCount; i++) {
            items[i].display();
        }
    }

    void findItem(int id) {
        for (int i = 0; i < itemCount; i++) {
            if (items[i].itemID == id) {
                cout << "Found Item - ";
                items[i].display();
                return;
            }
```

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        }
        cout << "Item with ID " << id << " not found." << endl;
    }


    void removeItem(int id) {
        for (int i = 0; i < itemCount; i++) {
            if (items[i].itemID == id) {
                cout << "Removing Item - ";
                items[i].display();
                for (int j = i; j < itemCount - 1; j++) {
                    items[j] = items[j + 1];
                }
                itemCount--;
                return;
            }
        }
        cout << "Item with ID " << id << " not found." << endl;
    }
};


int main() {
    Inventory inventory;
    inventory.addItem(101, "Laptop", 50, 2);
    inventory.addItem(102, "Monitor", 30, 3);


    inventory.displayInventory();
```

```
    inventory.findItem(101);

    inventory.removeItem(102);

    inventory.displayInventory();


    return 0;
}
```