```
class ParkingLot:
    def _init_(self, capacity):
        self.capacity = capacity
        self.vehicles = {}

    def park_vehicle(self, plate_number):
        if len(self.vehicles) < self.capacity:
            if plate_number not in self.vehicles:
                self.vehicles[plate_number] = True
                print(f"Vehicle {plate_number} parked successfully.")
            else:
                print(f"Vehicle {plate_number} is already parked.")
        else:
            print("Parking lot is full!")

    def remove_vehicle(self, plate_number):
        if plate_number in self.vehicles:
            del self.vehicles[plate_number]
            print(f"Vehicle {plate_number} removed successfully.")
        else:
            print(f"Vehicle {plate_number} not found in the parking lot.")

    def view_parking_status(self):
        if self.vehicles:
            print("Current parked vehicles:")
            for plate in self.vehicles.keys():
                print(f"- {plate}")
        else:
            print("No vehicles are currently parked.")
```

```
def main():
    parking_lot = ParkingLot(capacity=5)

    while True:
        print("\nParking Management System for Theatre")
        print("1. Park Vehicle")
        print("2. Remove Vehicle")
        print("3. View Parking Status")
        print("4. Exit")

        choice = input("Enter your choice: ")

        if choice == '1':
            plate_number = input("Enter vehicle plate number: ")
            parking_lot.park_vehicle(plate_number)
        elif choice == '2':
            plate_number = input("Enter vehicle plate number to remove: ")
            parking_lot.remove_vehicle(plate_number)
        elif choice == '3':
            parking_lot.view_parking_status()
        elif choice == '4':
            print("Exiting the system.")
            break
        else:
            print("Invalid choice, please try again.")

if _name_ == "_main_":
    main()
```