Problem: You are tasked with implementing a simple inventory system for a store. Create a program that models the inventory using structs, enums, and methods. The inventory should contain products, each with a unique identifier, name, price, and quantity. Implement the following functionalities:

1. Define a struct `Product` with fields for the identifier (an integer), name (a string), price (a floating-point number), and quantity (an integer).
2. Implement a method `new_product` for the `Product` struct that creates a new product instance with the given identifier, name, price, and quantity.
3. Implement a method `calculate_total_value` for the `Product` struct that calculates and returns the total value of the product (price multiplied by quantity).
4. Implement a struct `Inventory` that holds a collection of products.
5. Implement a method `add_product` for the `Inventory` struct that adds a new product to the inventory.
6. Implement a method `remove_product` for the `Inventory` struct that removes a product from the inventory based on its identifier.
7. Implement a method `get_product` for the `Inventory` struct that retrieves a product from the inventory based on its identifier.
8. Implement a method `update_product_quantity` for the `Inventory` struct that updates the quantity of a product based on its identifier.

Your task is to implement the above functionalities and demonstrate their usage by adding, removing, retrieving, and updating products in the inventory.