**Part 1: Building a Basic Library Management System**

Objective: Design and implement a basic Library Management System using Object-Oriented Programming (OOP) principles. This exercise aims to strengthen your understanding of OOP concepts, particularly those discussed in the first lecture, and their application in system development.

**OOP Concepts from the First Lecture Applied:**

* **Classes**: Create three classes, Book, Person, and Library, to model real-world entities.
* **Objects**: Instantiate objects of these classes to represent books, persons, and the library itself.
* **Attributes**: The classes will have attributes such as Title, Author, Book ID, Name, Age, Person ID, Library Name, Library ID, and a data structure to store book information.
* **Methods**: Define methods within the Library class to facilitate interactions, including adding books, removing books, and viewing the list of books.

**Requirements:**

1. **Create three classes: Book, Person, and Library.**
2. **Book Class:**
   * **Attributes:**
     + Title
     + Author
     + Book ID
   * **Methods:**
     + display\_info(): Prints the book's information.
3. **Person Class:**
   * **Attributes:**
     + Name
     + Age
     + Person ID
4. **Library Class:**
   * **Attributes:**
     + Library Name
     + Library ID
     + A list to store book information (initially empty).
   * **Methods:**
     + add\_book(book): Adds a book to the library.
     + remove\_book(book\_id): Removes a book from the library using its ID.
     + view\_books(): Views the list of books in the library.

**Instructions:**

1. Define the Book class with the specified attributes and methods.
2. Define the Person class with the specified attributes.
3. Define the Library class with the specified attributes and methods.
4. Create a few instances of the Book class and one instance of the Library class.
5. Implement a loop or interaction mechanism where the library can add, remove, and view books.

**Note:** This assignment serves as a foundational exercise for understanding OOP concepts, as discussed in the lecture. It will be expanded upon in the next lectures to include more advanced concepts.