**Study case 1: Registering a player**

* Enter the name of the player: John
* Enter the age of the player: 15
* Enter the city of the player: Medellín
* Enter the position of the player: 1 (goalkeeper)
* Verify that the player has been registered correctly and that the goalkeeper counter has been incremented by 1.

**Study case 2: Registering multiple players**

* Enter the name of the player: Maria
* Enter the age of the player: 12
* Enter the city of the player: Bogotá
* Enter the position of the player: 2 (defending)
* Verify that the player has been registered correctly and that the defending counter has been incremented by 1.
* Repeat the process with 3 more players, each with a different position (midfielder, Forward, goalkeeper).

**Study case 3: Displaying player information**

* Verify that option 2 (show) displays the list of registered players with their respective data (name, age, city, position).
* Verify that the person counter has been incremented by 1 every time the list of players is displayed.

**Study case 4: Registering a player with incomplete data**

* Enter the name of the player: John
* Enter the age of the player: (leave blank)
* Enter the city of the player: Medellín
* Enter the position of the player: 1 (goalkeeper)
* Verify that the program prompts for all player data to be completed before registering.

**Study case 5: Exiting the program**

* Verify that option 3 (exit) allows you to exit the program correctly.

These study cases can help you test the code and ensure that it is working as expected.