

URide

by

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ACRONYMS AND ABBREVIATIONS

GUI Graphical User Interface
API Application Programming Interface
SQL Structured Query Language
HTML Hypertext Markup Language
JSON JavaScript Object Notation

ABSTRACT

Carpooling is the sharing of car journeys so that more than one person can travel in the same car. Due to the increase in population and the rapid increase in urbanization, there are many problems in transportation. This tends to problems like an increase in the number of vehicles on the road, traffic, pollution, parking problems, and stress. To overcome these hurdles, we developed “Uride” a web-based car sharing application that will allow travelers to post and search if vehicles are available for carpool in their desired path. Uride is an alternative to existing services that aims to connect travelers in order to share transportation costs and reduce stress on their next scheduled trip. This will enable people using this application to share their everyday expenditure on traveling, not worry about hiring a cab.

Problem Statement

Introduction

There are 1313 carpool rides in service in Cincinnati, OH, which saves 20442651 miles and 8579 tons of CO2 emissions 74.69% efficiency benefits [1]. Uride application is an attempt to make a web service, which is user-friendly and provides an opportunity to share cars. We intend on making an application that would help the users to view, upload and register for journeys both short distance and long distance trips. This will enable people using this application to share expense, not worry about hiring a cab, waiting for Uber and making new connections.

Project Description

Plan your next trip now! Save Money! Save the Environment! In this project, we are going to develop a car sharing web application that will allow everyone to find an affordable car transportation comparable to current services out there. The application will help you in see people and journey schedules and make an informed decision about do you wish to travel alone or save money and travel with a safe company. If a car owner has available seats for one-off journeys (or even normal driving trips), why not post these scheduled trips on Uride! In inter-city trips, you are not aware who else is intending to make the same journey. So, make money along the way on your already scheduled trip and help others save money as well. No surprises for you as a driver or a rider, as you would already know whom you are sharing a ride with, unlike Uber or Lyft. We recommend charging \$10-\$15 per seat depending on how long the trip is, to make your trip worthwhile.

Problem

There are many rideshare services available to drivers and riders such as Uber and Lyft.

Although these services might seem perfect, you are still not completely your own boss. In order to drive or ride, you have to register with them. You cannot plan your own trip, you must wait for your pickup alert to pop up. You find out if the trip is worth it when a rider sits in your car and shares their destination address. On a single trip, drivers and riders can only go as far as 100 miles with Uber and 4 hours with Lyft. All the current rideshare services lack the ability for individuals (drivers or riders) to earn extra cash or save on their next scheduled trip especially long distance trips. The Uride application is going to allow users around the world to share a car journey with each other that can help them save 50-60% of the cost in comparison with Uber and Lyft.

Solution

We believe our project is unique, as it will help fill the gap that exists for the public today. We present a web-based and mobile responsive application that will provide a communication platform between car owners and passengers. Car owners will be able to post a notice announcing that he or she has been traveling between some particular locations regularly or planning just once, to find a travel-mate in order to reduce the ride costs.

An example post might appear like this:

“On the morning of the 15th of August, I am driving from Cincinnati, Ohio to Atlanta, Georgia. My Car a Honda Civic. Three seats are available. Non-Smoker, male passengers are needed. No pets allowed! Only one luggage. Cost is \$15 per seat.”

In addition, passengers will be able to search for a ride suitable to their situation.

Benefits with respect to the drivers:

- The driver, who will make his planned trip on that day, will reduce his/her travel costs.
- The driver, who does not like traveling alone, will have the chance to find a travel mate.
- Shared driving can also reduce driving stress for longer trips.

Benefits with respect to the passengers:

- The passenger, who will have the chance to travel at lower costs than train, bus, or possibly via any other transportation.
- The passenger, who will make their trip with the comfort of an automobile.
- Avoiding lonely trips also applies for passengers.

Benefits to the environment and economy:

- Carpooling was encouraged to save oil. In reducing the number of cars on the road, carpooling decreases pollution and the need for parking space, and from a global perspective, reduces greenhouse gas emissions.
- When fewer cars on the road, traffic jams of especially large cities like Washington, DC, and Manhattan, NY will decrease.

The purpose of our project is to make these two ends meet, drivers and passengers, build a bond of trust for their own sake, and do a bit of a favor to the environment by being an educated and responsible citizen.

USER PROFILE

Uride primary users are travelers (drivers and passengers). The travelers (drivers), who use their own vehicle to commute to work daily and need some fellow passengers to share the cost of fuel and other expenses. Some might just want someone to accompany them for the entire trip. The travelers (passengers), who also travel to work daily but use public transport and feel exhausted by the time they reach their destination. Uride will serve them to find drivers who have source and destination same as theirs and allow them to connect to drivers.

The following user profile in **Figure 1** illustrates the user profile for the Uride application. It shows potential users of the application, related experience, similar applications users may have used that will make navigating Uride easier, it also provides a breakdown for the task experiences of a user, a frequency of use, and key user interface (UI) design requirements.

USER PROFILE	
Application Name:	Uride
Potential Users:	All individuals seeking to save on transportation costs or an alternative to public transportation and taxi services. This can include, but is not limited to: • A driver traveling to work alone • Someone who uses the public-transport system to go to work daily • A college student who rely on the public transport system to go college daily • Drivers or passengers traveling to the same destination and willing to share the ride
Software and Interface Experience:	All Uride users should have a basic experience of how to interact with the web browsers and use the search engine to locate related posts. Users should have experience with using: • Windows and Macintosh-based computer systems • Web browsers • Maneuvering car rental/posting websites • Searching and finding an address on the map • Mobile devices (i.e. smartphones, tablets)
Experience with Similar Applications:	• Uber – A typical user may have experience in using service app with users being both drivers and passengers.

- Google maps – An application for everyone that allows users to browse the map or route an address
- MapQuest – A website to help you get from point A to point B.
- Facebook – An everyday application that allows users to post text, images, sort, and filter lists.

It is possible that a user has never used a similar app and for that reason, our interface should be easy to navigate, visually appealing with images and easy to read text.

Task Experience:

1. **Homepage** – users will see an interactive webpage featuring images, buttons to sign in or create the account, about us page, google map and search feature encouraging them to find their next ride
2. **Registered Users** – users can create the post to indicate an available car with the detail or can search for a ride or both according to his/her needs
3. **Post page** – users will need to provide additional information to create a post. Once approved, the process is fast and simple, create a post to indicate travel info, and a detail box for additional information about the trip
4. **Results page** – users will see top filtered results matching their source and destination address. Once the user finds a specific trip they are interested in, they should see driver info along with the complete information about the trip. Users should be able to inquire about that trip with ease
5. **About us page** – users will see information about the developers of the application

Frequency of Use:

Users may use our application on a daily bases without any limits. The usage may spike during winter as many travelers in colder regions may be looking to avoid public transportation such as bus or train. We anticipate that some users might only use the application single time, once they find a friend/passenger traveling to the same destination every day. Future development may increase frequent usage of the application.

Key Interface Design Requirements:

1. Visually appealing and engaging interface
2. Simple responsive design for different devices
3. Use of familiar interface like Google Maps
4. The interface should be quick and used infrequently

Figure 1. User Profile

Use Case Diagram

This following diagram, **Figure 2: Use Case Diagram** displays the use case for Uride. The diagram represents all users of Uride along with the corresponding tasks each user will have access to when interacting with the application.

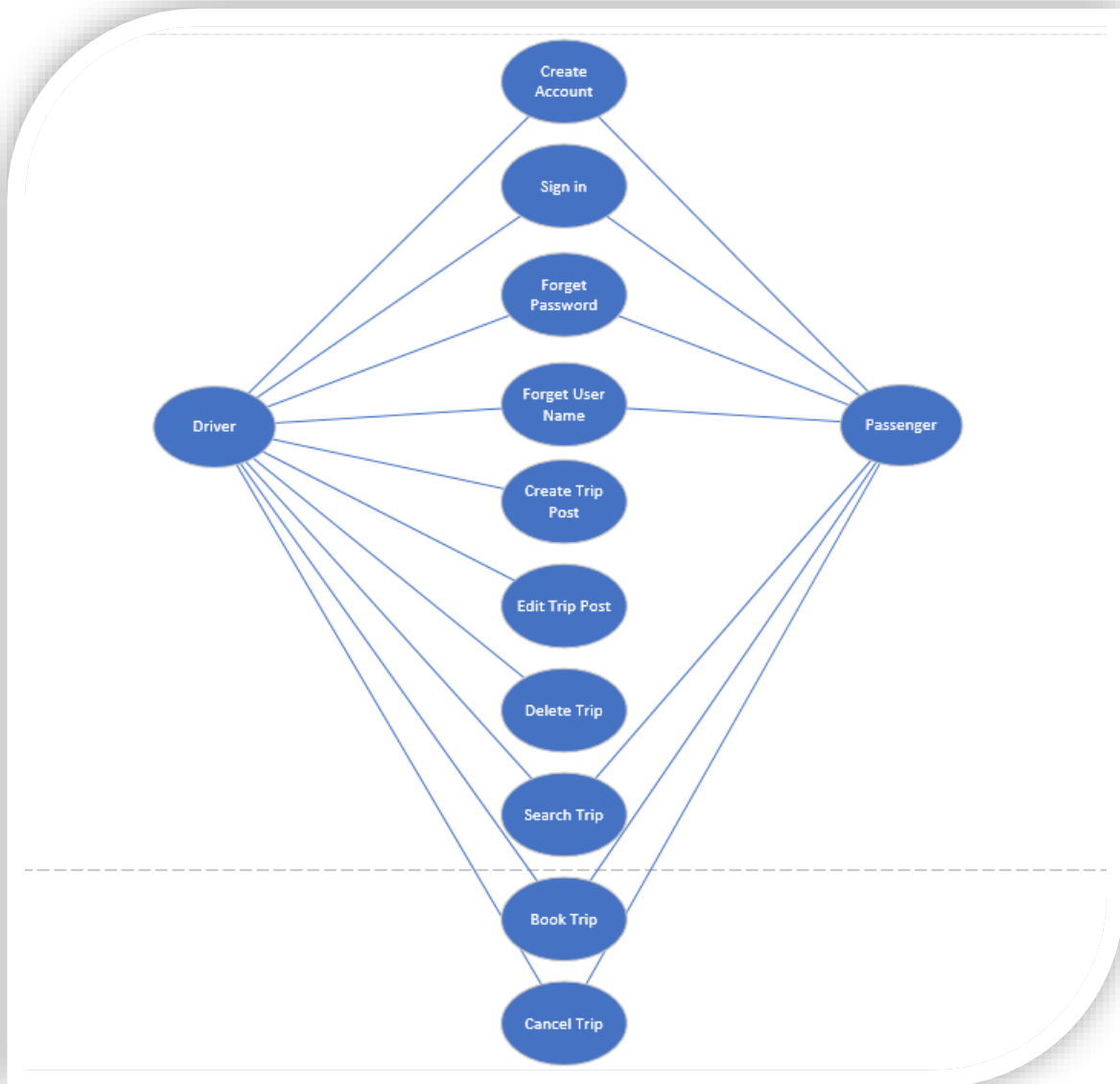


Figure 2: Use Case Diagram

PROJECT MANAGEMENT

Budget

Table 1: Hardware & Software Cost due to us utilizing personally owned devices such as laptops, desktops, free software, and monitors our budget was mostly labor and web hosting service. As of now, we estimated zero dollars in equipment costs and \$2,220 dollars in labor costs. **Table 2: Labor Cost** below provides an estimate of two team members adjusted labor costs each working 32 hours at a pay rate of \$25/hour. These 32 hours were broken up over 4 weeks giving each team member about 6 hours per week to work on the project.

Hardware & Software Cost:

Item	Expected Cost	Actual Cost
Computers and Hardware	\$0.00 (Used Personal laptops)	\$0.00
Coding Software	\$0.00 (Used open source for free)	\$0.00
Hosting Services	\$10.99/month	\$87.92 (for 8 months)
Domain purchase	\$20.00 (for 1 year)	\$20.00
Total		\$107.92

Table 1: Budget – Hardware & Software Cost

Labor Cost:

No.	Item type	Unit hours per week	Number of weeks	Total Hours	Unit price	Line Item Total
1	Networking/Tester/Developer					
	Labor Charge	6	32	192	\$25.00	\$4,800.00
2	Project manager/ Developer					
	Labor Charge	6	32	192	\$25.00	\$4,800.00
3	Total					\$9,600.00

Table 2: Budget – Labor Cost

Objectives/Deliverables

Table 3: Project Objectives/Deliverables the project deliverables and deadlines are presented in the below table.

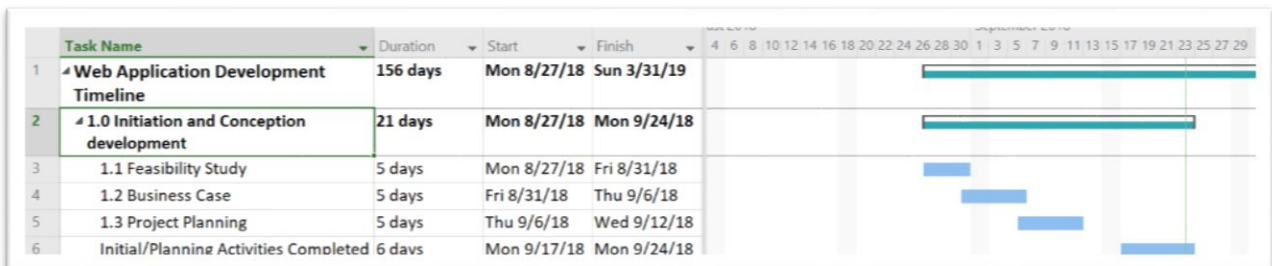
MAJOR PROJECT MILESTONES (DELIVERABLES)			
FALL OF 2018 MILESTONES			
Planning	09/6/2018	Basic user Interface	11/14/18
Development	11/09/2018	Application Backend	11/30/18
Database Setup	11/30/2018	Presentation	11/19/18
SPRING OF 2019 MILESTONES			
Final Development	01/16/19	QA Test	02/7/19
Deployment	03/7/19	IT Expo	04/9/19

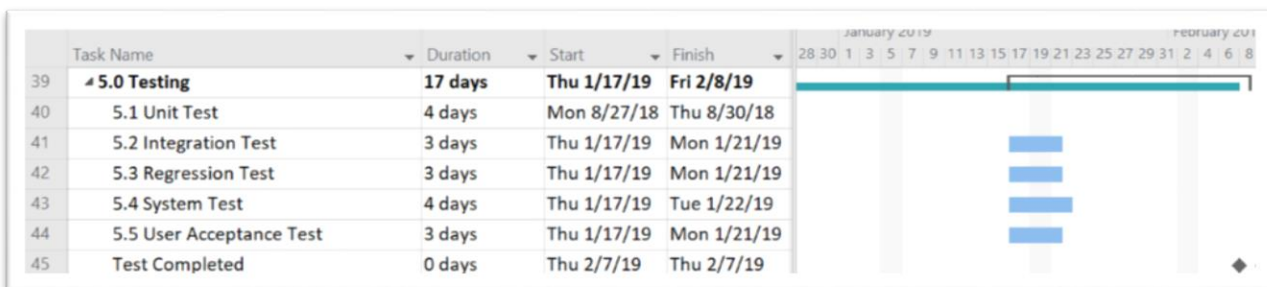
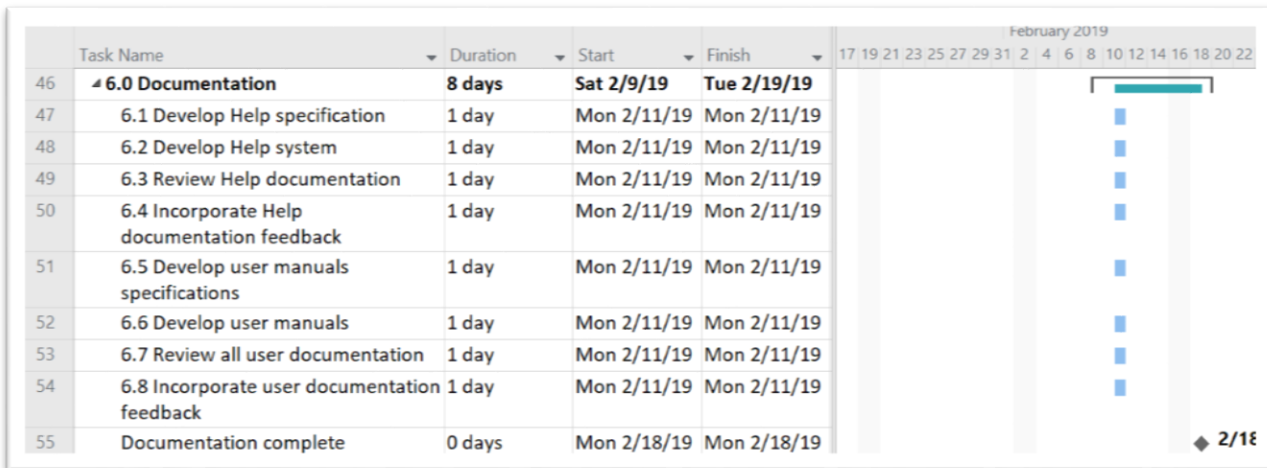
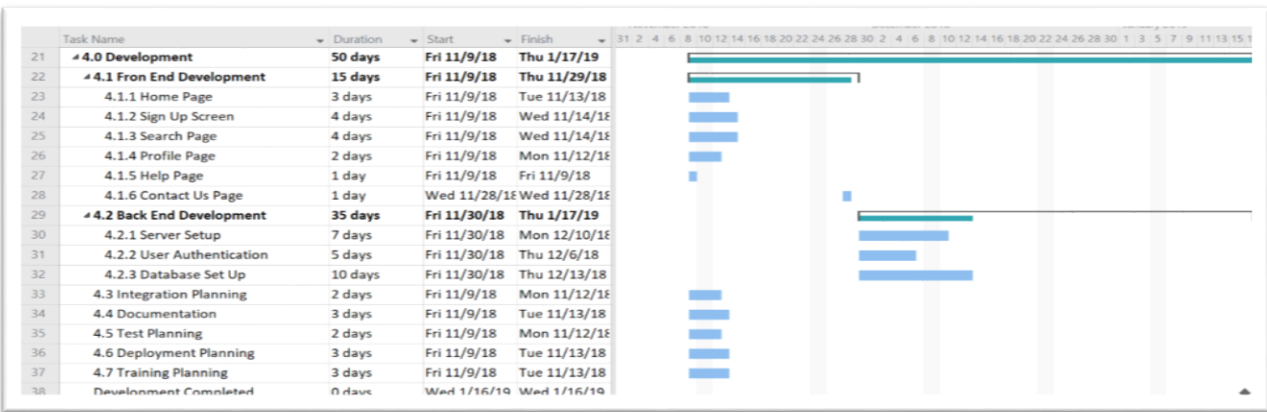
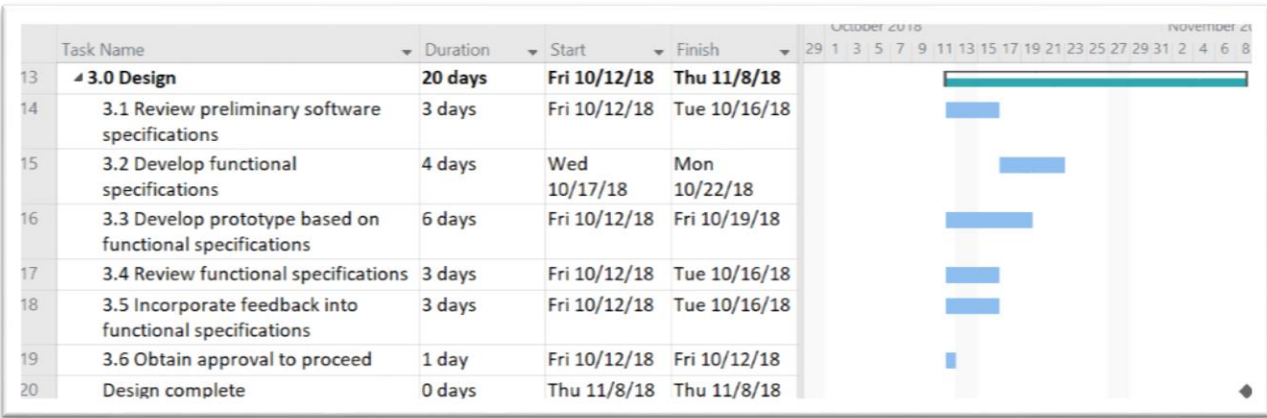
Table 3: Project Objectives/Deliverables

Project Schedule

Figure 3 and **Figure 4** are our Gantt chart and Work Breakdown structure (WBS), which shows our major milestones and objectives in a timeline.

Gantt chart





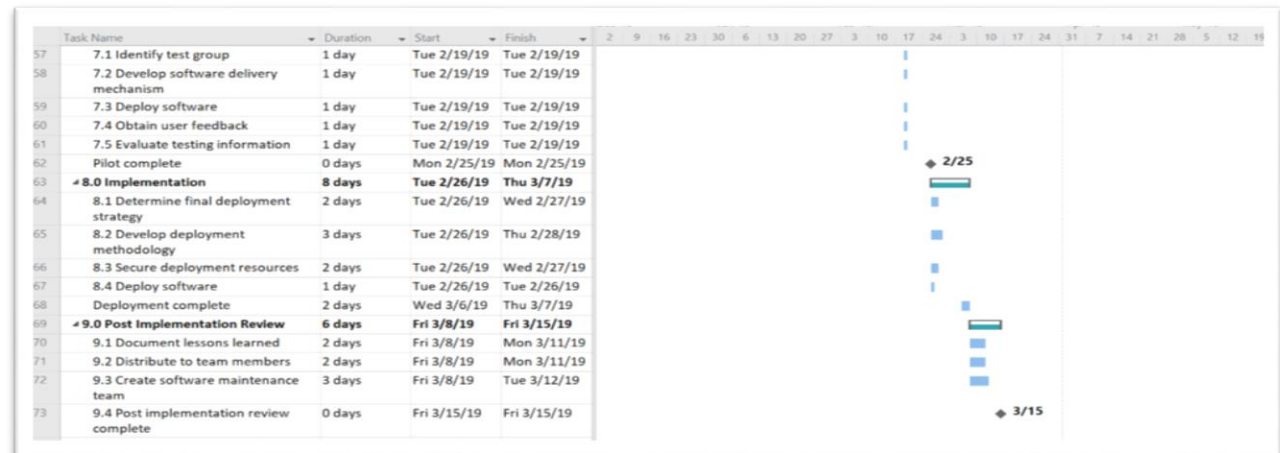
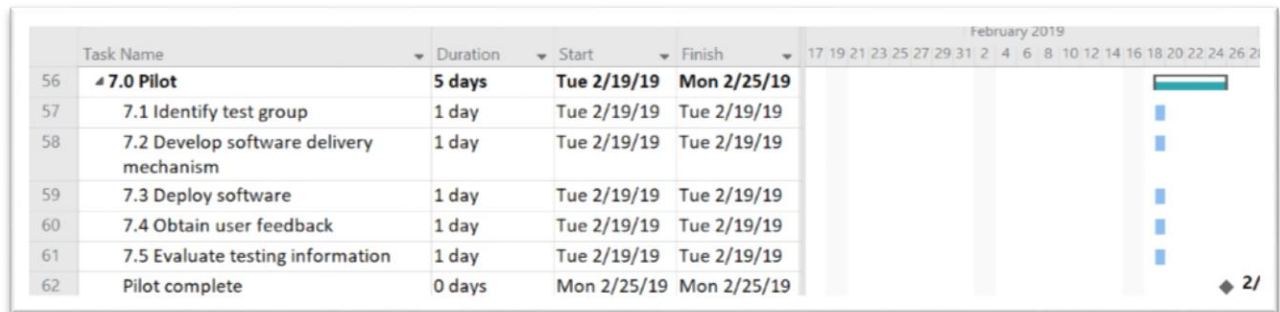


Figure 3. Gantt chart

Figure 4. Work Breakdown Structure (WBS) below is a detail work structure. The general issues that will be worked on are Graphics Design, Web Development, Advertisement, Server Management, Data Management and Maintenance of the system.

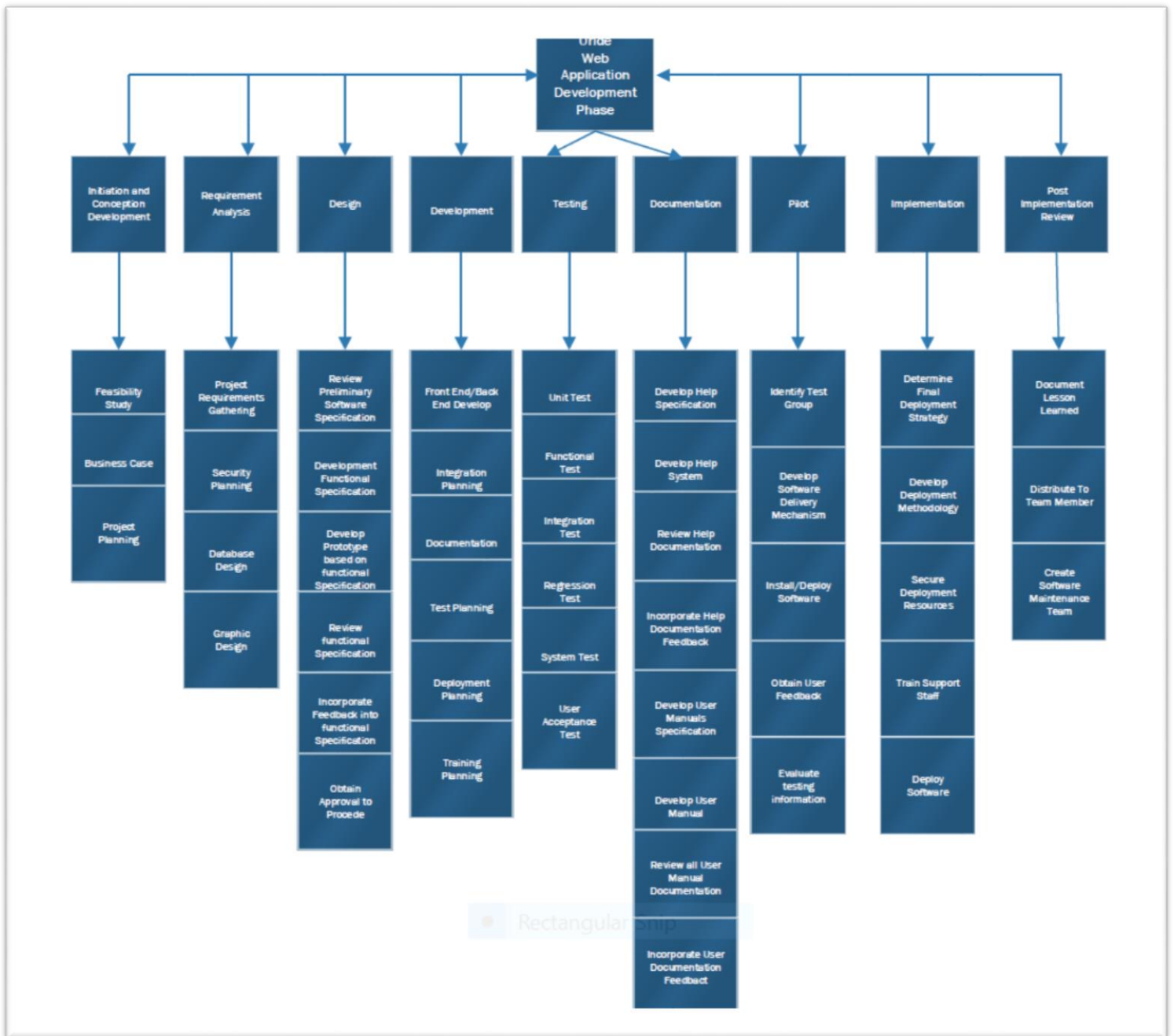


Figure 4. Work Breakdown Structure (WBS)

TECHNICAL ELEMENTS

We are using an iterative development in this project since it is an object-oriented project and object-oriented solutions are best solved as all the necessary requirements are collected. We will use feedbacks to clarify and improve the evolving specifications.

Figure 5 Process Model below illustrates the commonly known Waterfall model. The specifications and predictions should be done at the beginning of the iteration, as they are stable to the end.

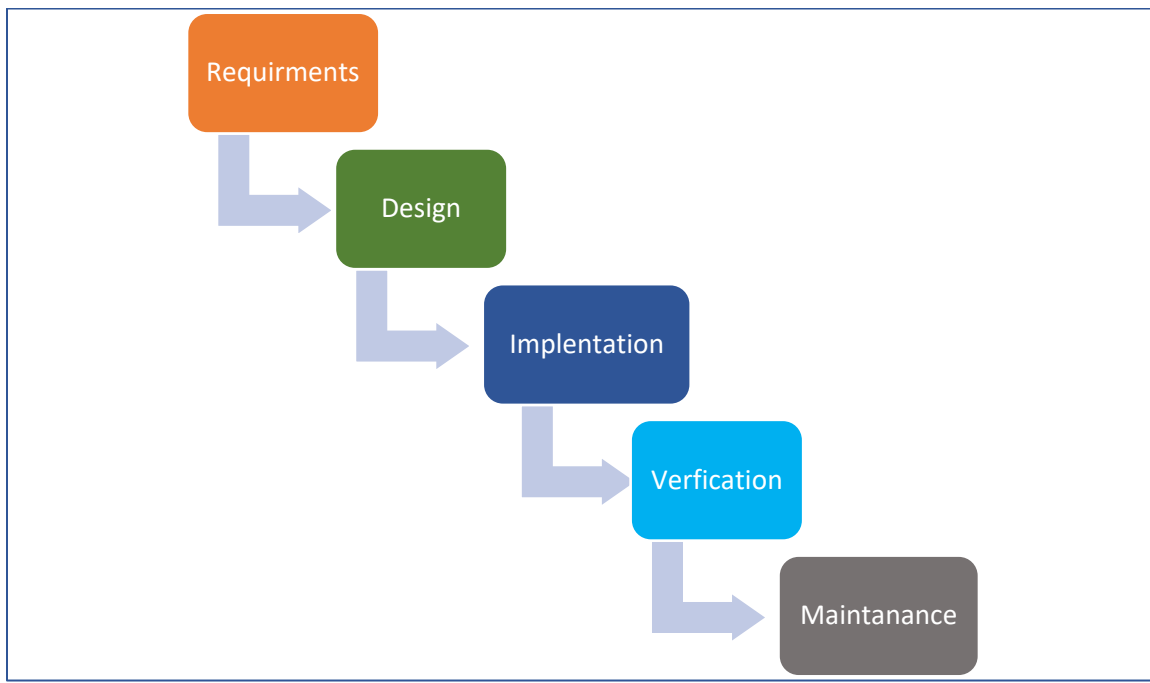


Figure 5. Process Model

Network

The Uride application is hosted on Digital Ocean. Digital Ocean offers some great features such as MySQL and simple storage services. We are utilizing Digital Ocean and MySQL PHP to store and deploy the web application. Digital Ocean makes hosting an ease by allowing its users to move solutions to the market without having to worry about the costs associated with the hardware.

Application

Uride is a web application. The graphical user interface is written in HTML, CSS and Bootstrap. The application is user-friendly and uses Bootstrap for responsive design for a variety of screen sizes. We will use the most current version of XML HTML, HTTP, and PHP. The application is compatible with all the operating systems

Database

We are using MYSQL server for the database hosted on Digital Ocean Services, using a service known as Relational Database Service (RDS). We have found RDS to be the best solution for our database as it is secure, fast, and provides reliable performance.

Security

We are using Google Sign-In for our user authentication. This provides added security for our users and peace of mind, as we will not be storing passwords unless they create a new account. Passwords are encrypted for new accounts and a verification email is sent to verify the account.

USER INTERFACE

Home Window

Figure 6. Home Page Interface displays the current design of the application interface. Our goal was to make the website visually appealing and design an engaging easy to navigate interface. The home page serves a simple responsive design for different devices. Users will be able to search for matching rides without creating an account.

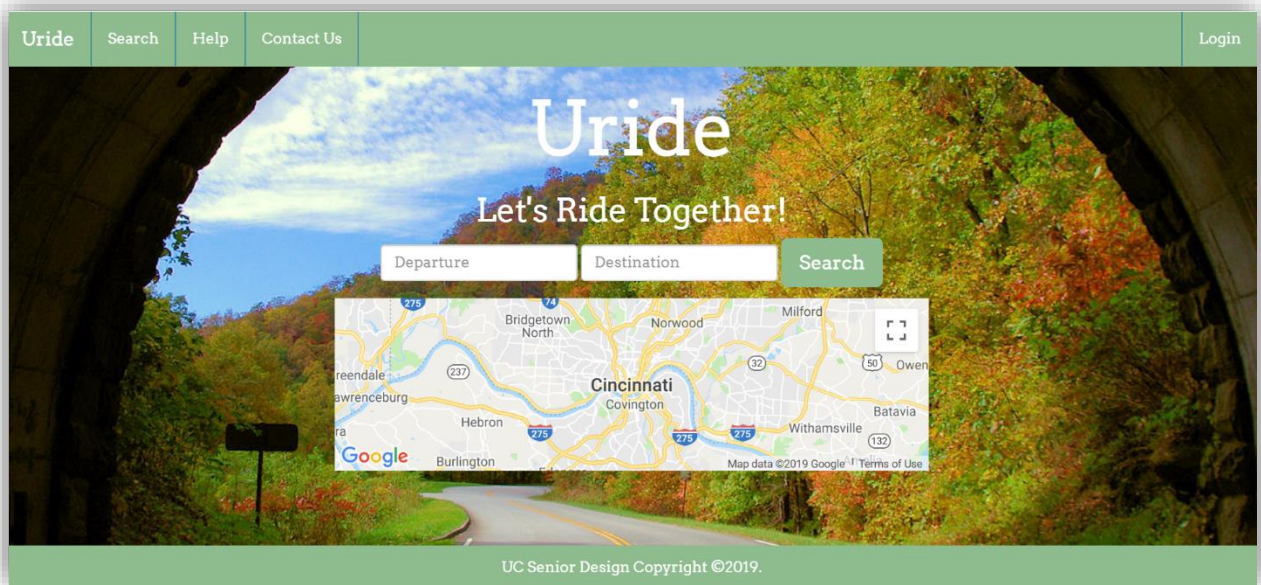


Figure 6. Home Page Interface

Figure 7. Signup Window users will be able to register with Uride. They will be required to sign in with a valid Google email address. Users are authenticated through AuthO, upon successful registration, an email is sent to the user to confirm the registration.

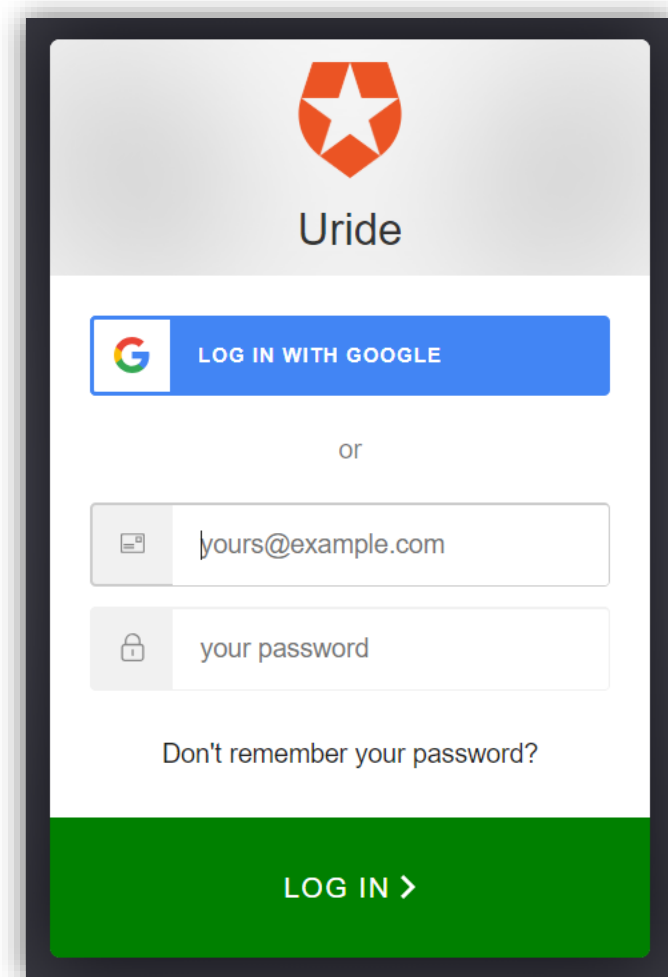
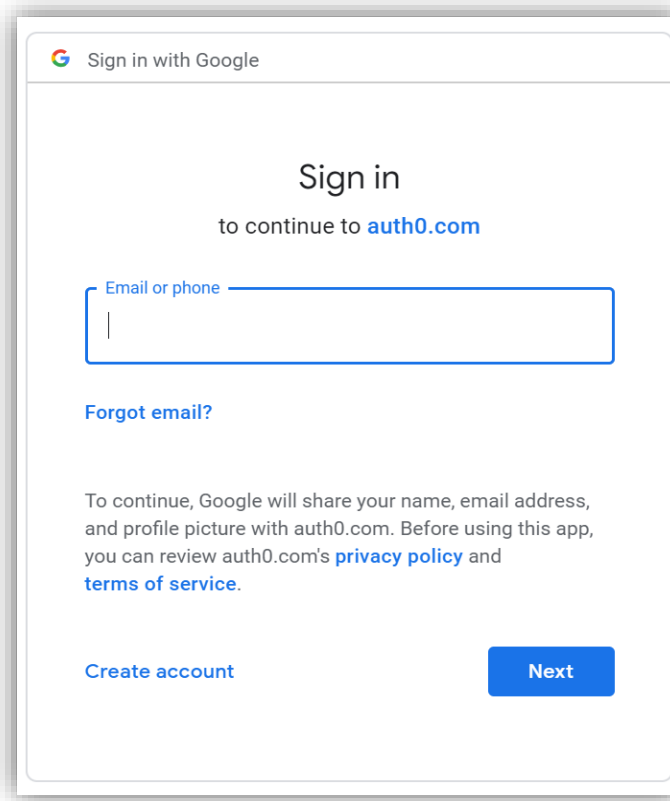
The image shows a mobile app signup window for 'Uride'. At the top, there is an orange hexagonal logo with a white star inside, and the word 'Uride' in a sans-serif font. Below the logo is a blue button with the Google 'G' icon and the text 'LOG IN WITH GOOGLE'. Underneath this button is the word 'or' in a small, light gray font. There are two input fields: the first has an email icon and the placeholder text 'yours@example.com'; the second has a lock icon and the placeholder text 'your password'. Below the password field is a link that says 'Don't remember your password?'. At the bottom of the window is a large green button with the text 'LOG IN >' in white.

Figure 7. Signup Window

Figure 8. Login Window Users will be able to login with google account in order to create a driver or rider profile. Passengers will be required to login in order to see the trip detail and contact information as well.



Sign in with Google

Sign in
to continue to [auth0.com](#)

Email or phone

[Forgot email?](#)

To continue, Google will share your name, email address, and profile picture with auth0.com. Before using this app, you can review auth0.com's [privacy policy](#) and [terms of service](#).

[Create account](#) [Next](#)

Figure 9. Login Window

TEST PLAN

Overview

This section outlines the testing methodology for the Uride web application. We will perform user testing in order to prevent errors and make sure the website is accessible on any platform (Windows, Mac, mobile devices). The following individuals should use this test plan:

- Developers
- Project Managers
- Smoke Tester
- Team Members/Testers

Scope

The Uride testing scope is to verify the quality of the web application on the following browsers, Internet Explorer, Chrome, and Firefox, including its functionality on mobile devices. We as a group determined to have as minimum problems as possible by improving the Uride web application gradually. This will allow us to notice any possible trouble or difficulty at the beginning and solve it. The test will be organized and conducted based off of the requirements of the application.

Objective

The purpose of testing is to ensure that all developed functionality of the entire Uride application performs as intended. These tests are designed to detect issues with user interaction in an effort to maximize user experience. This will also serve as an opportunity to find any unknown bugs that may occur.

Entry and Exit Criteria

Entry Criteria:

- Application is deployed and running
- Self-testing is complete
- Test environment is setup
- Testers are ready to perform tests

Exit Criteria:

- All tests are run and completed
- Errors/Bugs are documented and fixed

Logging Test and Reporting

If developers detect an issue or a bug during testing, it must be included in an issue log with a level of severity and investigated to determine if it's origin is within Uride or third party. Internal issues will be shared with a team using GitHub and a developer will be assigned to work on resolving it. If the issue is outside of Uride application, a developer will follow up with the third parties and take all the necessary steps to resolve it. All issues will be resolved accordingly.

System Testing

All features will be tested to ensure that all elements of the integrated system of Uride web application function properly. This will help identify the defects or bugs that are not captured in the modules. It is intended to test all the modules as one unit. The bugs will be evaluated and fixed based on their potential impact on the application.

Test Procedures:

Below are the planned test cycles and phases:

- Create all the test scenarios and test cases.
- Before start testing any feature or module, we (developer) must finish unit testing and document the expected results.
- Any issue discovered will be taken care immediately before testing the next one.
- The re-testing of the modules will be completed after fixing the defects.
- The severity of issues/bugs will be evaluated and the priorities on resolving them will be set by collaborating with the developers, project managers, and the team members.

Below are the tests that will be performed:

1. Unit Test

The goal of this test is to isolate each part of the Uride web application and show that each part is correct. A unit test provides a strict, written contract that the part of our code must satisfy.

2. Launch Test

This test will focus on the Uride application being able to load correctly on the given device's browser.

3. User Interface Test

This test will focus on the graphical user interface of the web application and how it appeals to the user.

4. Functionality Test

The test cases were designed from requirements to test the functionalities of Uride web application. We spent most of our time on functional tests. From this test, we verified that each function of our application operates in conformance with the requirement specification. Each functionality of the system is tested by providing correct input, verifying the output and comparing the actual results with the expected results.

Testing breakdown by function:

Test Case No.	Test Case Name	Purpose	Precondition	Test Steps	Expected Results
1	Create new user account	Enable new user to use the system	User has a valid email ID	Click sign up button. Provide required information, Verify email provided by using verification link sent to email	User will be registered in the system after verification.
2	User log in	Enable Users to log in to the system	User has required credentials to log in	Input username Input password Verify username, password and type	If verified, grant access to the system. If not, show error message
3	User log out	Enable user to log out of the system	User is logged in	Click log out button.	User will be logged out
4	Change password	Allow user to change password	User exists in the system	Click forgot password in log in page or change password in profile. If forgot password, then recovery link will be sent to email. After clicking link, input new	Log in credentials will be updated with new password.

				password, save password.	
5	Update profile	Allow user to update information	User is logged in and users has access to update their information details in profile table	Click profile table. Select record to update. Make necessary changes. Save change	Update profile details will be saved in the profile table
6	Create Trip	Allow user to create a trip	User is logged in and users has access to create a trip in create trip page	Click trip page. Click add trip. Add all necessary information.	New trip will be created for the selected dates and time
7	Update Trip	Allow user to create a trip	User is logged in and users has access to update a trip in trip page	Click trip page. Available trip user had created will show up. Click update trip. Make necessary change.	Trip will be updated.
8	Delete Trip	Allow user to delete trip	User is logged in and users has access to delete a trip in trip page	Click trip page. Available trip user had created will show up. Select the trip user like to delete. Click delete trip.	Trip will be deleted
9	Add profile picture	Allow user to add profile picture	User is logged in and users has access to add a profile picture in the profile tab	Click on the profile picture tab. Browse file window will pop up. Click on browse file. Find the picture file. Select a picture user like to upload. Click upload picture.	Selected picture will display in the profile picture tab.

Table 4. Test Case Functional

Pass/Fail Conditions

It is expected that all services and third parties of Uride pass the tests in every category before it's released. If not, a developer will document the failure, take the appropriate action to resolve the issue and re-test until it passes in all the categories.

Schedule of team member testing:

The schedule of the team member testing is summered in the table below

Team Member	Duration	Interval
Developer	11/09/2018 to 04/02/2019	As code is written
Project Manager	11/09/2018 to 04/02/2019	weekly

Table 5. Team Member Testing Schedule

Risks:

These are the risks to the schedule, scope, or quality of the test effort:

- Identify all the risks that may have an impact on the success of the plan.
- User availability for testing
- Bug fixing and retesting part needs to be very interactive and well communicated among developers and testers. Otherwise, there is a risk to ensure bug density minimization

Lessons learned during testing:

The development of Uride has been a great learning experience for the team. In the testing phase, we learned a few things. First, the test plan should be communicated to all resources on the project. Ensure that enough time is spent before testing commences so that developers and testers are in synch on the use of test scripts, reporting processes, enhancement lists, etc. Second, the team should set clear consistent standards for all testing documents; e.g., test methodology.

Create or provide a clear high and low-level tests plan example for the group. Third, expand the testing of web applications to include all browsers: IE, Firefox, Safari, Google Chrome, Opera, etc. Finally, do not be afraid to change systems or technology even after a good chunk of the work is completed. When we went from Java to PHP, JQuery and other web technologies the project went from being very late to ahead of schedule.

Recommendations for Future

Below are some of the additional features we think can make Uride a more competitive service:

User Rating: This feature was not implemented due to lack of time for two people team and it should be one of the next steps. A rating system helps drivers and passengers to make a decision on what seats to requests and/or what passengers to accept.

Real-time tracking: This feature will aim to provide users, a map containing the driver and passenger's locations for the ride share that is taking place.

In-app payments: The service already works as a carpooling system but from a business point of view, the application must include payments through the application in order to generate revenue. At this point, the only way to share the costs of carpooling is for the drivers and passengers to reach out to each other, agree on the price, and make the transaction themselves.

Alert system: Most of the time users cannot find any results for a given initial and final locations. Users try to either search at different times or try different locations. One feature that should be implemented is to notify the users whenever the search that yielded no results before is available now, this way the user would not miss a lift because the search was off time.

CONCLUSION

Uride developed under this project offer citizens one more option when choosing transportation services, which will potentially increase the use of car-sharing services and, consequently, will contribute to improving urban mobility. Car-sharing services are becoming a viable alternative to private vehicles due to their multiple benefits. Uride system offers the advantage of having a car without the responsibilities, costs, and maintenance that a particular car requires.

The process of coming with an idea in the 2018 fall semester for the project and actually building from scratch for the 2019 spring semester was a very challenging experience. In the fall semester, we divided the responsibilities between two of us; front-end, back-end, database, interface design. The initial roadblock we faced was determining what was and what was not in the scope. It took us a while to come to a solid conclusion so that we could move on to begin designing the architecture of the application. We began developing the front end of the application towards the end of the first half of the academic year. We also started learning and doing research on PHP, jQuery, AJAX, CSS, bootstrap, MySQL, and the APIs necessary to make our project possible.

By the time the application was completed, we can look back and tell how much we have learned using PHP, JQuery, AJAX, Bootstrap, and Auth0. We must say a lot of researching, planning, and designing underwent to bring the project to this stage in the spring semester. What security features to use and how to implement everything in the app was certainly a learning experience. Few things we could have done differently in terms of implementation, to include additional features mentioned above in the recommendation for improvements section that an application like this must have to be competitive. We feel that Uride car sharing system is a very effective means to help daily commuters, reduce pollution and the congestion of vehicles in the cities. What we have built shows us directly that we created something that could be very useful.

APPENDIX A. ADDITIONAL INFORMATION

The team contacted the following professionals for clarification and additional info surrounding the security of the application.

1. Abdou Fall, Software Engineer – University of Cincinnati
2. David Martin, Software Developer – Cincinnati Financial corp.

APPENDIX B. IT EXPO POSTER

Figure 9: IT Expo Poster displays the poster we created for the Expo.



Figure 9: IT Expo Poster

APPENDIX C. REFERENCES

- [1] Datasphere corporation. (2018, 10 22). *CarpoolWorld*. Retrieved from Communicatin mode analysis:
https://www.carpoolworld.com/commuting_mode_analysis.html?carpool_top_city=CINCINNATI+OH+US&from_year_week=201843&population=&selected_miles_or_kilometers=mi&pressed_submit=Submit&carpool_top_state_prov=OH&carpool_top_country_code=USA,US&compare_to_city=C

