thus an app is able to specify maybe "Workgroups". say following case:

task A, B, C each depends on each other, cause they might use same ressources, so best execute them in one thread somewhere else else than main thread, task C, D, E, are again each dependant on each other but *NOT* dependant on A, B, C, so they get their own WorkQueue (and Thread), and so are able to be executed sequentially related to each other, but parallelly related to other independant groups.. sounds complicated, right? hope it still makes sense

using the same static pool would mean using a bunch of threads, so supplied work to WorkQueue again gets executed parallely, but not sequentially (=>queue). in that case one could stick to CoWork usage, there is no difference then