

CoWork now can handle worker thread exceptions:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);

    try {
        CoWork co;
        co & [] { throw "Worker exception"; };
    }
    catch(const char *s) {
        LOG("Caught: " << s);
    }
}
```

Cancellation of CoWork is now propagated to worker threads via "IsCanceled" static method:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
    StdLogSetup(LOG_COUT|LOG_FILE);

    CoWork co;
    for(int i = 0; i < 50; i++)
        co & [] {
            for(;;) {
                if(CoWork::IsCanceled()) {
                    LOG("CoWork is canceled");
                    return;
                }
                Sleep(1);
            }
        };
    Sleep(100);
}
```

```
co.Cancel();  
}
```
