

Removed redundant stop conditions in a single workflow:
before:

```
do
  For each exchangeID:
    send RequestCurrencyPairs command to @ExternalSystem(ExchangeID)
    receive CurrencyPairsReceived event
  stop
|
do ValidateCurrencyPairs
  For each CurrencyPair in CurrencyPairsReceived.CurrencyPairs:
    If CurrencySymbolLengthInvalid(CurrencyPair) then:
      Send CurrencyPairInvalidated event
    Else:
      Add CurrencyPair to ValidCurrencyPairsList
  stop

do IdentifyCrossTradedCurrencyPairs:
  send IdentifyCrossTradedPairs(ValidCurrencyPairsList) event
  if CrossTradedCurrencyPairsFound then:
    send CrossTradedCurrencyPairsIdentified event

do StoreCrossTradedCurrencyPairs
  For each CrossTradedCurrencyPair in
  CrossTradedCurrencyPairsIdentified.CrossTradedCurrencyPairs:
    send StoreCrossTradedCurrencyPair command
    receive CrossTradedCurrencyPairStored event
  stop
```

after:

```
do
  For each exchangeID:
    send RequestCurrencyPairs command to @ExternalSystem(ExchangeID)
    receive CurrencyPairsReceived event

do ValidateCurrencyPairs
  For each CurrencyPair in CurrencyPairsReceived.CurrencyPairs:
    If CurrencySymbolLengthInvalid(CurrencyPair) then:
      Send CurrencyPairInvalidated event
    Else:
      Add CurrencyPair to ValidCurrencyPairsList

do IdentifyCrossTradedCurrencyPairs:
  send IdentifyCrossTradedPairs(ValidCurrencyPairsList) event
  if CrossTradedCurrencyPairsFound then:
    send CrossTradedCurrencyPairsIdentified event

do StoreCrossTradedCurrencyPairs
  For each CrossTradedCurrencyPair in
  CrossTradedCurrencyPairsIdentified.CrossTradedCurrencyPairs:
    send StoreCrossTradedCurrencyPair command
    receive CrossTradedCurrencyPairStored event
  stop
```