```vhdl
-----------------------------------------
-- Block code:  alarm_level_display.vhd
-- History:     30.Sep.2011 - example for introduction to comb logic
--              05.Okt.2013 - added default statements (dqtm)
-- Function: Decodes the output for a alarm level display.
--           Only comb logic. Example of logic with priority.
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-- Library & Use Statements
LIBRARY ieee;
USE ieee.std_logic_1164.all;

-- Entity Declaration
ENTITY alarm_level_display IS
  PORT(
        alarm_prio1     : IN    std_logic;
        alarm_prio2     : IN    std_logic;
        alarm_prio3     : IN    std_logic;
        display_red     : OUT   std_logic;
        display_orange  : OUT   std_logic;
        display_yellow  : OUT   std_logic;
        display_green   : OUT   std_logic
        );
END alarm_level_display ;

-- Architecture Declaration
ARCHITECTURE rtl OF alarm_level_display IS

-- Begin Architecture
BEGIN
  -----------------------------------------
  -- Process for combinational logic
  -----------------------------------------
  -- OBS.: The implementation with Default Statements is only
  --       possible within a process (sequential statements)
  -----------------------------------------
  comb_alarm: PROCESS(alarm_prio1,alarm_prio2,alarm_prio3)
  BEGIN
    -- Default Statements
        display_red     <= '0';
        display_orange  <= '0';
        display_yellow  <= '0';
        display_green   <= '0';
    --Check inputs
    IF (alarm_prio1 = '1') THEN
        display_red     <= '1';

    ELSIF(alarm_prio2 = '1') THEN
        display_orange  <= '1';

    ELSIF(alarm_prio3 = '1') THEN
        display_yellow  <= '1';

    ELSE
        display_green   <= '1';
    END IF;
  END PROCESS comb_alarm;

END rtl;

-------------------------------------------------
-- Because there is only 1 statement after each then
-- you could also write the IF/ELSIF/THEN as
--
--  IF    (alarm_prio1 = '1') THEN  display_red     <= '1';
--  ELSIF (alarm_prio2 = '1') THEN  display_orange  <= '1';
--  ELSIF (alarm_prio3 = '1') THEN  display_yellow  <= '1';
--  ELSE                            display_green   <= '1';
--  END IF;
--
-------------------------------------------------
```