The decoder uses the << Left shift operator which works in the following way

let x = 4’b1100

y = x << 1; // y is 4’b1000

assign out = enable<<address;

So in the code above, enable will be shifted shifted to the left by the the value of the address which is a value between 0-15. This ensures that the out is at max a sixteen digit number.

If you left shift 1 by between 0 and 15, you get a number with at most 16 bits.

16'b0000000000000001 << 0 = 16'b0000000000000001

16'b0000000000000001 << 1 = 16'b0000000000000010

16'b0000000000000001 << 2 = 16'b0000000000000100

...

16'b0000000000000001 << 15 = 16'b1000000000000000

If we did zero we would have got

16’b0000000000000000000

Which makes sense as all outs is going to be zero when enable is zero