

```
1
2 var obj = {num:2};
3
4 var functionName = function(arg1, arg2, arg3){
5
6 };
7
8
9 functipnName.call(obj, arg1, arg2, arg3 );
10
11 functionName.apply(obj,[arg1, arg2, arg3]);
12
13 var bound = functionName.bind(obj);
14 bound(arg1, arg2, arg3);
15
16
```

