**BIND METHOD**

By this method, we can bind an object to a common function,so that the function gives different

result when its needed

For Example:

var obj={ num: 2}

var add=function(a,b) {

return this.num+a+b;

}

var bound=add.bind(obj)

bound(i3,1); //function refrence

**CALL METHOD**

The **call()** method calls a function with a given this value and arguments provided individually.

Call() accepts both an array of parameters and a parameter itself

For Example:

var obj={ num: 2}

var add=function(a,b) {

return this.num+a+b;

}

add.call(obj,3,1); //passes argument

**APPLY METHOD**

Call() and apply method are almost same

 when using the apply() function the parameter must be placed in an array.

For Example:

var obj={ num: 2}

var add=function(a,b) {

return this.num+a+b;

}

var args=[3,1]

add.aaply(obj,args); //args in array

**Uses**

You can use call()/apply() to invoke the function immediately. bind() returns a bound function that, when executed later, will have the correct context (**"this"**) for calling the original function. So bind() can be used when the function needs to be called later in certain events when it's useful.