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```html
<p id="demo"></p>

<script>
// Set the date we're counting down to
var countDownDate = new Date("Jan 13,
2017 15:37:25").getTime();

// Update the count down every 1 second
var x = setInterval(function() {

    // Get todays date and time
    var now = new Date().getTime();

    // Find the distance between now an
the count down date
    var distance = countDownDate - now;

    // Time calculations for days,
hours, minutes and seconds
    var days = Math.floor(distance /
(1000 * 60 * 60 * 24));
    var hours = Math.floor((distance %
(1000 * 60 * 60 * 24)) / (1000 * 60 *
60));
    var minutes = Math.floor((distance %
(1000 * 60 * 60)) / (1000 * 60));
    var seconds = Math.floor((distance %
(1000 * 60)) / 1000);

    // Output the result in an element
with id="demo"

 document.getElementById("demo").innerHT
ML = days + "d " + hours + "h "
    + minutes + "m " + seconds + "s ";

    // If the count down is over, write
some text
    if (distance < 0) {
        clearInterval(x);

 document.getElementById("demo").innerHT
ML = "EXPIRED";
    }
}, 1000);
</script>

</body>
```

0d 2h 28m 52s