

```
var count=60;

var counter=setInterval(timer, 1000); //1000 will run it every 1 second

function timer()
{
  count=count-1;
  if (count <= 0)
  {
    clearInterval(counter);
    document.getElementById("timer").innerHTML="Updating...";
    return;
  }

  document.getElementById("timer").innerHTML="Update in " + count + "s.";
}
```