







det-1) A morphism f: X=y is projective if it can be factored as X 4 pm -> y closed pr immersion Fact: Y Noetherian => such f is proper, and most proper map arise this way 2) f: X->Y is quas-projective if it can be tactored as × cos Z -> y open imm projective Fact. X, y Noetherian => it's equivalent to being finite type & separated (most morps are quasi-projective)







